PRESSING ALL THE RIGHT BUTTONS

NEW LOOK!

computer and video games

Buffy the Vampire Slayer™

Buffy's laid bare in CVG's
WORLD EXCLUSIVE
look at XBOX's teen killer

GAME BOY OVERLOAD!
8-page essential guide to gaming on the go

'GAMECUBE IS THE NUTS!'
What's the next big thing? You have your say

GRAN TURISMO 3
THE *ONLY* REASON TO FORK OUT FOR A PLAYSTATION 2

WHY THE HELL IS XBOX *SO* BIG?
We lift the lid on Microsoft's mega-console

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NOW ON Dreamcast.

INFOGRAMES

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Pints are lost every day in the Unreal arena.
Tracer sights scan hungrily for scalps.
Whatever moves kills you. Better get armed.
Better get prepared. Standing still is suicide,
breathing is luxury, wits are your lifeline.

Unreal TOURNAMENT

THE GLADIATOR SPORT OF THE FUTURE

DIGITAL EXTREMES

EPIC GAMES

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Who the hell are we?

It doesn't matter for the moment. What's important is this is the new look CVG. Yup, your favourite videogames mag has changed, to give you even more top-dog reviews, screenshots you won't find anywhere else and... well, more of all the good stuff. Like Buffy The Vampire Slayer. CVG's got the first ever Xbox pics of this killer game, and we've had exclusive behind-the-scenes access to bring you everything you need to know about Sunnydale's super-sexy Slayer. Want more? Then turn the page and remember which mag sees you right, every time.
Viva videogames!

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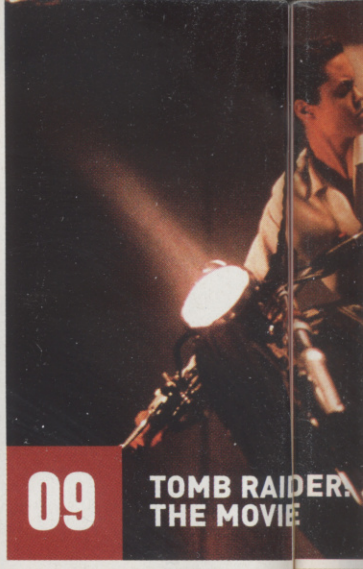

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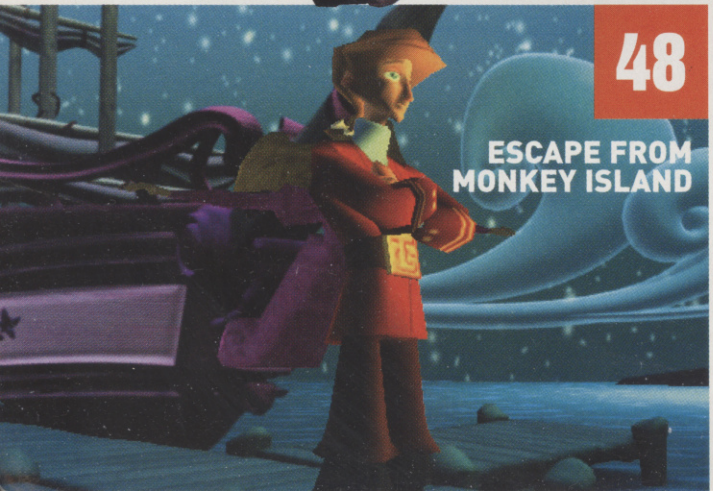

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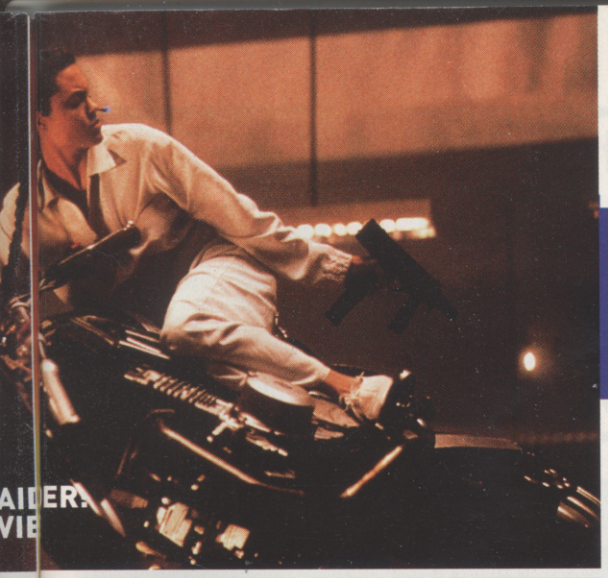

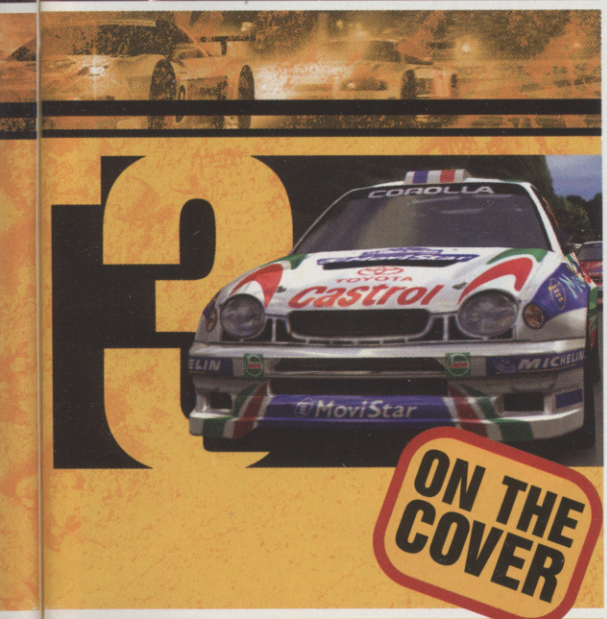

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PLANET CVG

THE HOTTEST GAMES & GOSSIP FROM AROUND THE GLOBE

PS2 TIME CRISIS 2 IN ACTION

Eat lead, sucka

Time Crisis 2 is coming to PlayStation 2 and it looks awesome. How awesome? Well, just think about it: proper – and we mean proper – arcade-style shootouts in your own home. Serious two-player action thanks to either i-Link or split-screen. A new GunCon lightgun. Nurse, fetch the commode this instant!

If you haven't played Time Crisis 2 in an arcade, you don't know what you're missing. We won't bore you with the plot, but basically, the game's a series of shootouts played against the clock, and they take place all over the shop – in speeding boats on the river, through city streets, against armoured cars... Put it this way – if Time Crisis 2 doesn't get the adrenalin going, you should check your pulse.

This conversion will look better than the arcade version and it'll run more smoothly too, just like Tekken Tag Tournament did. The arcade Time Crisis 2 has an emphasis on two-player and you'll be able to play the PS2 version either split-screen or using the i-Link giving both players a screen each – just like in the arcade. And if you've seen the posers using two guns in the arcades, well, you can do that too in a cool Double-Gun mode. So come September we can all pretend we're in a John Woo film in the comfort of our own living rooms.

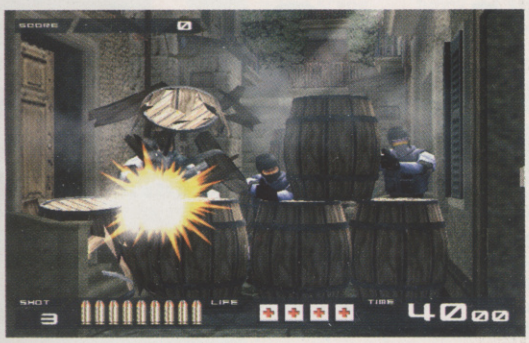
Everybody who's ever used a GunCon agrees – it is one wicked lightgun. What could be better? Only the GunCon 2, released especially for Time Crisis 2. But don't worry, this ain't no gun con – your old G-Con will still work, so you don't have to shell out to play the game. You'll want to though – it's got loads more buttons and it's got killer looks to match.

Aim for the truck to blow it up and scatter the terrorists

Your shells won't even scratch the armour – go for the driver

In two-player i-Link, the guy on the right is your mate

Hit the rocket before it impacts, otherwise you lose a life



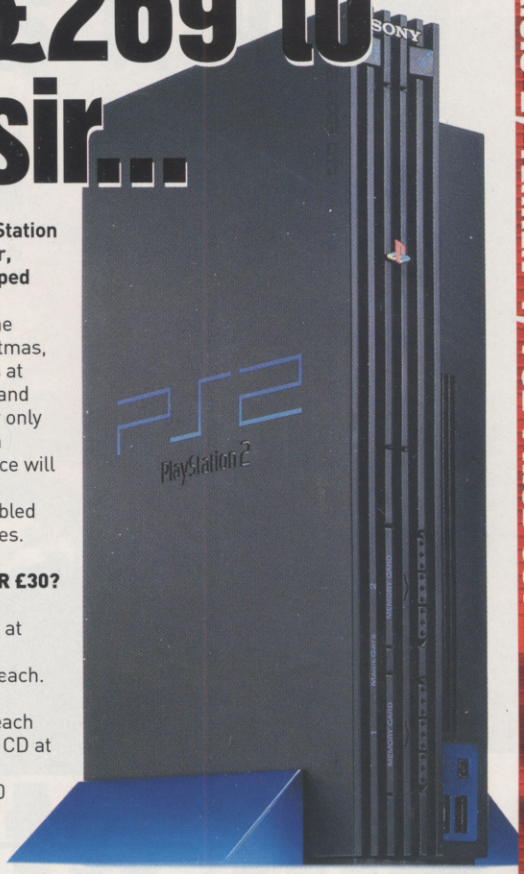
Take out the barrels first, then open up on the bad guys

PS2 DROPS IN PRICE

Just £269 to you, sir...

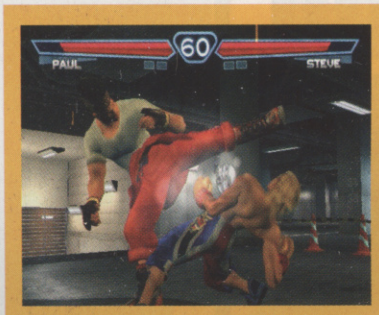
If you don't already have PlayStation 2, now's the time to reconsider, because Sony has finally dropped the price from £299 to £269.

Previously it was thought the price would drop around Christmas, but it seems the head honchos at Sony HQ are feeling generous and have brought it forward. It may only be £30 less, but it's better than nothing. Sony says the new price will bring the UK in line with other European countries, and mumbled something about exchange rates.



WHAT ELSE CAN YOU GET FOR £30?

1. 3.8 Legend of Zelda Figures at £7.99 each
2. 10.7 copies of CVG at £2.80 each. Bargain!
3. 1,500 shrimp sweets at 2p each
4. 2.3 copies of the new Travis CD at £12.99 each
5. 0.00008 per cent of the $500 million in sales Tomb Raider games and merchandise have earned worldwide



TEKKEN 4 ARCADE SHOTS

Let's get it on!

These four mint shots from the new Tekken 4 coin-op don't show new character Dean Earwicker (who's now changed his name to Steve Fox, thank God), but you do get an idea of some of the stages.

Yes, ladies and gentleman, Tekken favourite Yoshimitsu is seen here fighting his twin in the jungle stage, plus we've seen a tower block level and what might be a hotel reception arena. All well and good, but it's the promised interactive scenery we're really gagging for. Let's wait and see.

ONIMUSHA 2 NEW SHOTS

Play it again, Samurai

Check out these shots for Onimusha 2, surely one of the tastiest-looking games you've ever seen – who needs to watch Crouching Tiger, Hidden Dragon when you've got this?

Gameplay-wise, Onimusha 2 will look a lot like the first one (just released in this country on PS2) with that sweet Resident Evil flavour – only now beefed-up with extra violence and more speed. Expect lots of sword-swinging action, and, if these shots are anything to go by, some peachy visuals to bathe your eyeballs in.

Weirdly though, it also features a character based on the late Japanese actor Yusaku Matsuda, who starred alongside Michael Douglas in gritty thriller Black Rain. Hardly a household name, but we've snaffled a shot of the man so you can see if Capcom did a good job on him.

No doubt there'll also be more comedy outfits like the original's panda to unlock and some tough bosses with tricky attack patterns to master. Come on!

What do you mean you've never heard of me?

That fog is deliberate, fool

More quality boss action too

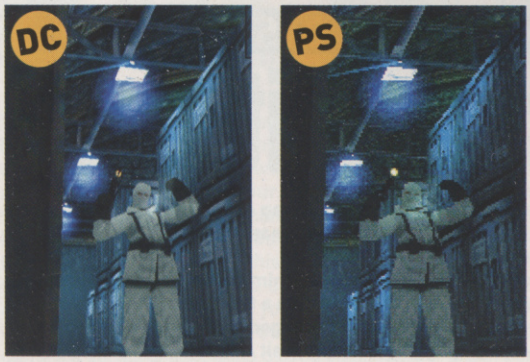
Suck up those blobs and dive in for the finishing move

Dreaming of Bleeming

PLAY MGS1 ON DC

If you've got a Dreamcast but you're gagging to play Metal Gear Solid, help could be just around the corner.

Tech-monkeys Bleem! have already produced a Bleemcast boot-up disc which allows you to indulge your Gran Turismo fantasies on a Dreamcast, and now the firm is developing a Metal Gear Solid version. All you do is put the disc in your Sega machine, let it boot up and then replace it with the Sony PSone disc. Apart from simply being able to play a classic game on your favoured machine, Bleemcast actually improves graphics and resolution, as you can see from the shots. Check out the Bleem! site at www.bleemcast.com for more details.



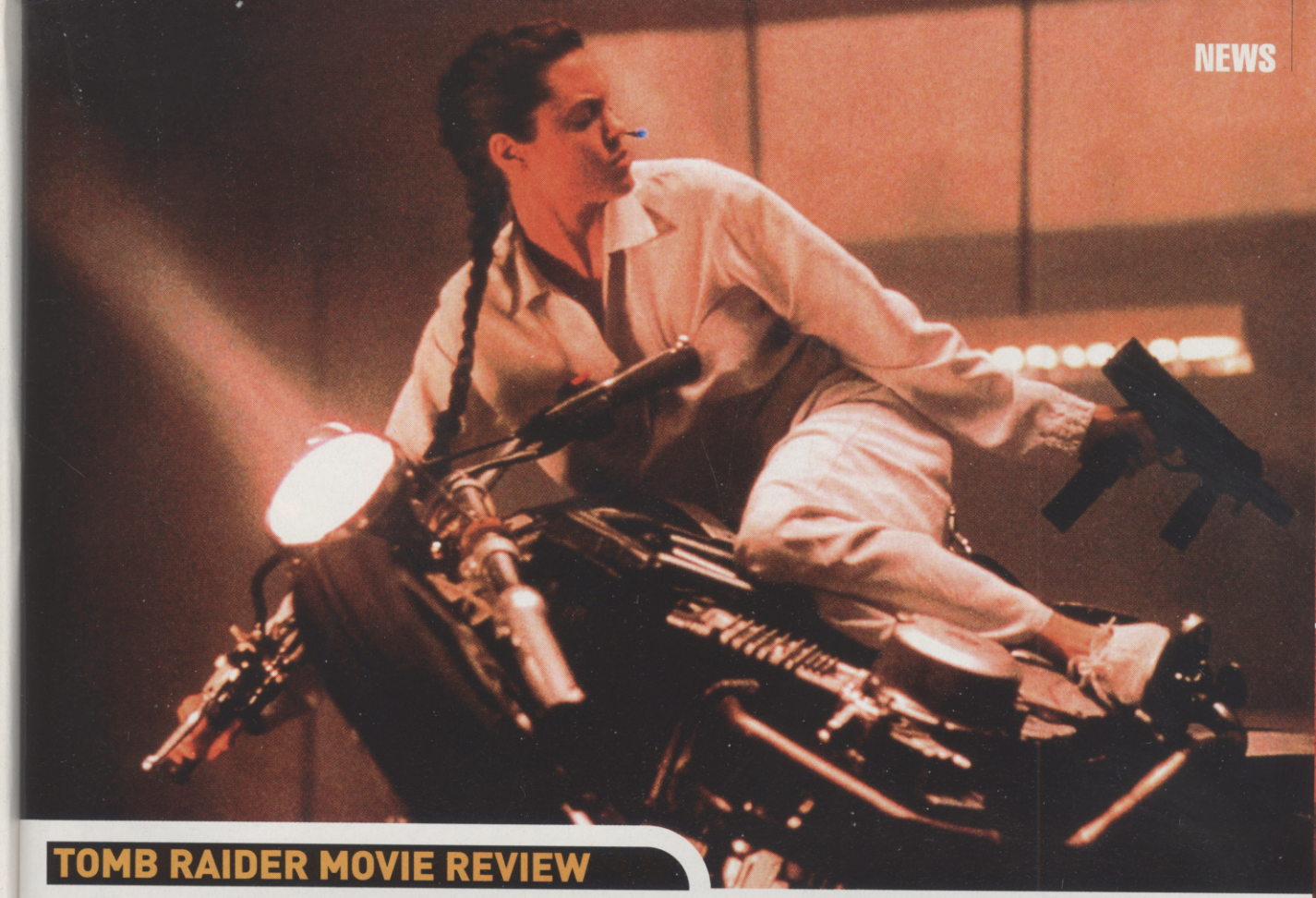
So there you have it. Doesn't he look sharp? Now kill him

SONIC'S BIRTHDAY PART(Y)

Phantasy Star part for Sonic

Most people get a cake, some tokens and a slobbery kiss off Auntie Janice for their birthday. But if you're a blue hedgehog called Sonic, you get a starring role in Sega's Phantasy Star Online.

Last month, the spikey star of Sega's best-known franchise became a character in PSO for just a fortnight – sort of a 10th birthday present for him. Bless. He was joined by fellow woodland adrenalin-junkies, Tails, Knuckles and Dr Robotnik, and though none were playable, Phantasy Star Onliners were able to interact with them. Just what DO you say when you meet Sonic, eh?



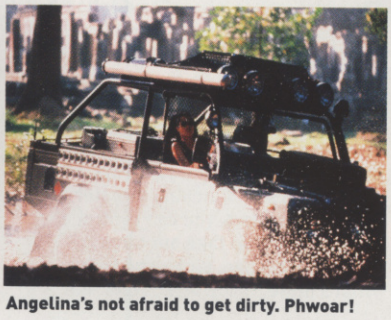
TOMB RAIDER MOVIE REVIEW

Get down to the Odeon. Now!

We've seen Tomb Raider and it rocks. Phew, then, because not only are most movies-from-videogames a pile of Mario plop, but posh critics have been giving the movie a panning too.

Pah! Ignore them. The film's class in a glass. It starts off with a wicked action scene where Lara (played by Angelina Jolie – woof!) fights two battle robots, and the action never lets off from there. A scene where the bad guys invade Lara's mansion – just like at the end of the second game – will take your breath away, and shows our Angelina being just as athletic and resourceful as the Croft of the games.

British director Simon West, who helmed Con Air, has kept the plot close to the games, with Lara having to find two sides of an ancient artifact. Along the way, she travels to the kind of locations you'll recognise from the games, and we also learn a bit of her personal history. Her butler's in there too, as well as a new helper who builds her gadgets for her. It's funny, it's sexy and the action scenes are incredible. Go see it!



Angelina's not afraid to get dirty. Phwoar!

THE BEST BITS OF THE MOVIE

1. Angelina Jolie. Great accent, girl
2. The music – Chemical Brothers, Moby, Fatboy Slim, OutKast. 'Nuff said
3. Lara's bike is cool as a polar bear's butt
4. Lara grunts, just like in the game
5. The bit with the dogs. Watch it and you'll see why

SEGA SIZZLERS

Here's CVG'S Top 10 list of Sega / Infogrames hot titles headed our way.

1. Phantasy Star Online (GAMECUBE)
2. Crazy Taxi Next (XBOX)
3. Virtua Striker 3 (GAMECUBE)
4. Jet Set Radio Future (XBOX)
5. House of the Dead 3 (XBOX)
6. Sega GT 2002 (XBOX)
7. Panzer Dragoon (XBOX)
8. Sonic the Hedgehog Advance (GBA)
9. Super Monkey Ball (GAMECUBE)
10. ChuChu Rocket (GBA)

SEGA & INFOGRAMES GET COSY

New deal for Sonic

Never mind catching Survivor on telly. Dreamcast may have bellyflopped, but Sega's proved it's the real natural born survivor to watch by signing a deal that'll see Infogrames distribute and market its games for GBA, GameCube and Xbox across Europe.

With the recent announcement that Sony will be publishing all Sega's PS2 games, and Planet will be distributing all DC titles, it's clear Sega is riding on the tails of some big fishes to get their games to as large an audience as possible.

Sceptics among you might think this is a sign of weakness on Sega's part in Europe, but wait. Teaming up with such publishing and distribution powerhouses could be one of Sega's smartest moves to date, because these companies are simply brilliant at selling games.

A blinding array of titles is scheduled for release via Infogrames, with the likes of Crazy Taxi Next, Phantasy Star Online, and Jet Set Radio Future hitting next-gen consoles. No details have been confirmed whether Crazy Taxi is to be a remake or a sequel in the series, but one thing's certain – it's going to be hot. This first class line-up means Sega's alliance with Infogrames can only be a win-win scenario, because both companies should make serious bucks. Which should mean that we'll keep getting brilliant games for a long time yet from one of the finest developers in history. We'd buy that for a dollar.

THUNDERHAWK TAKES OFF

Death from above!

Thunderhawk is a new PlayStation 2 helicopter shoot 'em up from Core Design, the outfit behind a certain Ms Lara Croft.

The Thunderhawk franchise has been knocking around for ages and always managed to deliver more than adequate chopper-based thrills, but the PS2 version's looking sweeter than usual. For a start, you can control a wingman to help take out targets including bridges, tanks and trains. What's more, the graphics look top.

So many targets, not enough time or ammo

JURASSIC PARK & THE LOST WORLD COLLECTOR'S EDITION BOXSET

EXCLUSIVE FOOTAGE OF JURASSIC PARK III

SPECIAL FEATURES:

JURASSIC PARK

- EARLY PRE-PRODUCTION MEETINGS
- MAKING OF "RAPTORS IN THE KITCHEN"
- SOUND EFFECTS

THE LOST WORLD

- DELETED SCENES

OUT TO OWN NOW!

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Hat-t

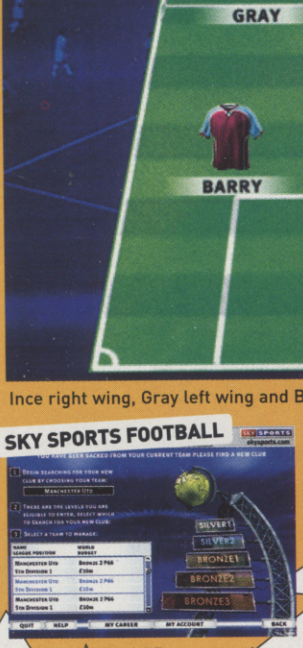
Ince right wing, Gray left wing and Beattie central midfield? You're not going to win much with that line-up

PC owning footy management freaks have got it good. A triple whammy of management sims is heading for a high street near them - three new titles, and we've got shots of the lot.

The biggest-profile game is Eidos' Championship Manager 3 – Season 01 /02, a season update for Championship Manager 3. The massive selling game – always a firm favourite with the discerning footy simmer – has been given a coat of paint for its 01/ 02 update and will now include a new scouting feature, the chance for managers to appeal over bans, the ability to issue ultimatums to the board (about time too), updated player and team photos as well as a full international simulation.

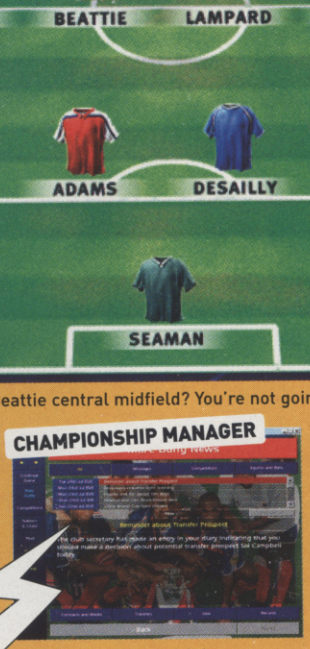
Meanwhile, Manchester United boss Alex Ferguson has lent his name to Alex Ferguson's Player Manager 2001, which will be released for both PC and PS2. As you'd expect, it promises up-to-date stats for the 2001-2002 season, featuring teams and leagues from England, Scotland,

SKY SPORTS FOOTBALL



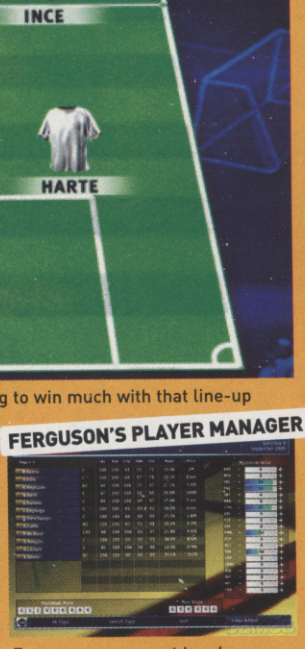
Win dosh? Bosh! But pay to play

CHAMPIONSHIP MANAGER



Tell the board to stick it

FERGUSON'S PLAYER MANAGER



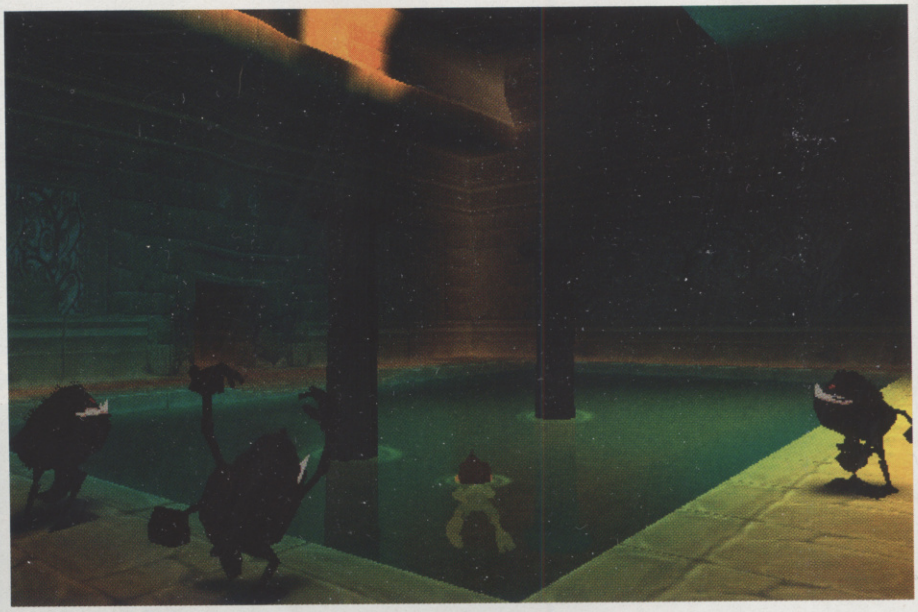
Famous name, meet bandwagon

THIS MONTH: THEME FROM SUPER MARIO WORLD

Ditch the garage tune from your Nokia and be the envy of your mates with CVG's classy videogame ringtones.

4A1 8.F1 16C1 16D1 8F1 4F1
16D1 8C1 8F1 8F1 8C2 8.A1
4G1 16C1 4A1 8.F1 16C1
16D1 8F1 4F1 16D2 8C1 8F1
16#A1 16A1 16G1 4F1

Note: You must have a Nokia phone with Composer to make this ring work!



Scenes of the Herd

LATEST SHOTS OF HERDY GERDY

Herdy Gerdy is the latest thing to come out of Core. It's been in the pipeline a while and as these shots show, it's shaping up brilliantly.

If these screens are taking your breath away, that's because the brains (or hands) behind the artwork are ex-Disney and Warner cartoonists, drafted in to give this PS2 title a cool 'toony look. The game centres on Gerdy, who's trying to earn his stripes as a master herder and must learn ever more ingenious ways to move his flocks around. If games were judged on looks and ideas alone, this would be a classic.

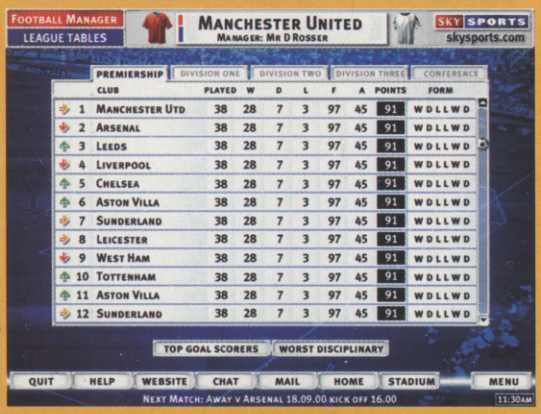
REE NEW FOOTY MANAGEMENT GAMES COMING TO PC

-trick heroes

Germany, France, Italy, Holland, Belgium, Spain, Portugal and Sweden. The PC version will also be boosted by regular internet updates.

Sky Sports Football Manager makes even more promising use of the internet though. Here you'll play against other players online, and can compete to rise up the Sky Sports ranking, in some cases snaffling real-life cash prizes along the way. Surely a footy game first.

It's like a management sim meets Fantasy Football, really, and you will have to pay a £6.99 monthly subscription for the privilege of playing. In addition, though you can download the game off the Net, you might prefer the CD-ROM, which will be available with better graphics, sound effects and video footage. Here we go...



You've watched their sports on telly, now play their game

HOW TO TELL YOU'VE PLAYED TOO MUCH FOOTY MANAGEMENT SIM

1. People tell you you've started to smell – over the phone
2. You arrange your McDonald's fries in a 4-4-2 formation, then change your mind and go for 3-5-2
3. You haggle in shops, always starting with a ridiculously low offer "just in case"
4. You find yourself man-marking people when you're out shopping, including security guards
5. You run backwards and shout "offside" whenever anyone passes you in the street

Why watch cartoons when you can star in games that look like this?

Learn how creatures respond to each other

Who skipped woodwork classes?

Spot the Dan

Find Dan's arse-face hidden in the mag to snaffle a cool prize. Entries to the usual address. First name out of the hat wins.

Last issue, Dan's boat race was on p31

JAK & DAXTER DEVELOPER SPEAKS OUT

"It's like peanut butter & jelly"

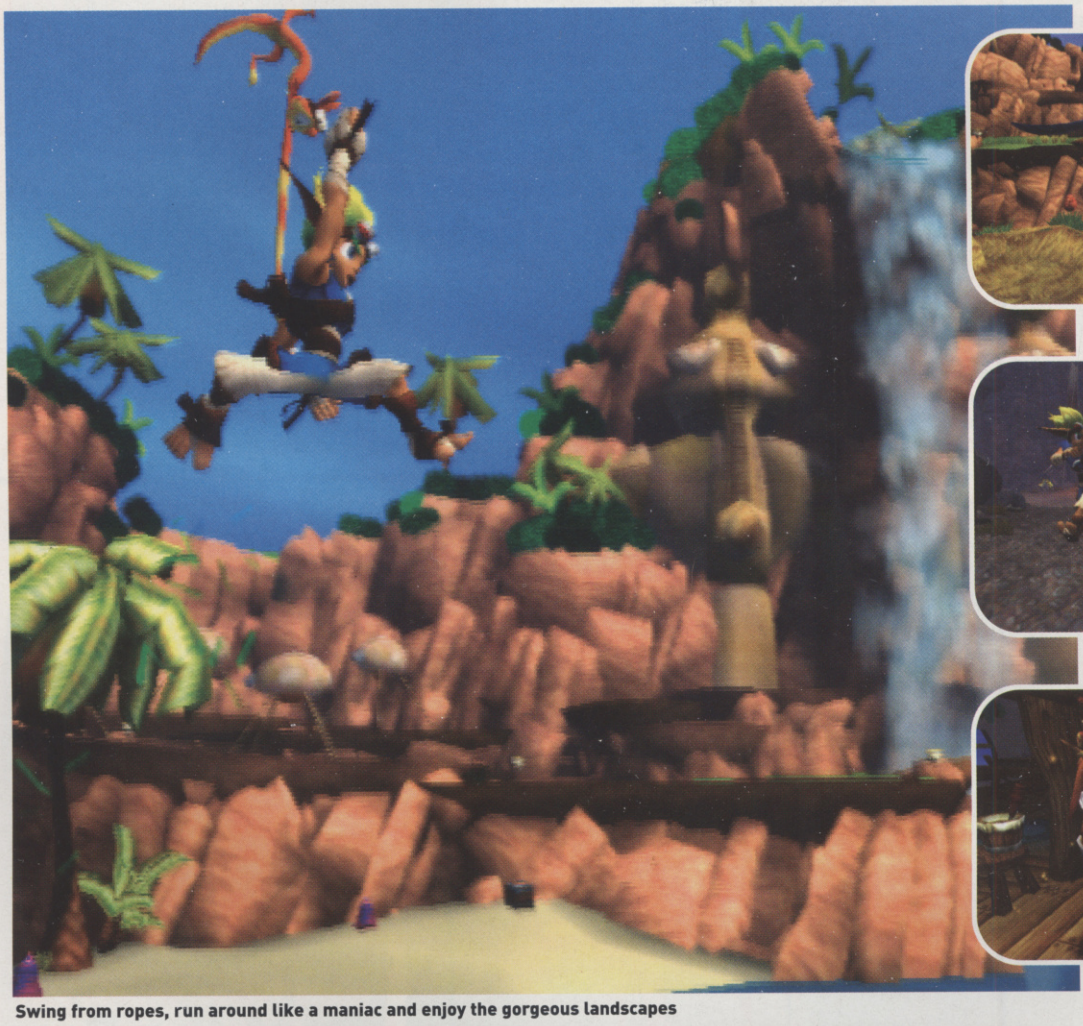
Since Jak and Daxter looks like it could be one of the PS2's biggest and best games when it's released in early 2002, we were well pleased to get a few words with developer dude Jason Rubin, the president of Naughty Dog. Here's what Jase had to say...

CVG: Naughty Dog developed the Crash series. Why did you choose Jak & Daxter to take over from the Bandicoot?
JR: *Crash was designed for the PSone, he was all 32-bit. With the new capabilities of the PlayStation 2, it would be a crime to be forced to work with the same character. So we bring some of the elements we like along, and leave those that we don't want. Besides, it was time for a change.*

CVG: You've spoken about the need to create a seamless world. Can you explain why, and how it will benefit the player?
JR: *We are trying to create an atmospheric world, and worlds don't have load times. The action never stops in a movie. The camera may cut, but you never stare at a load screen. We'll attempt to do the same in Jak & Daxter.*

CVG: Finally, what do you think Jak & Daxter will bring to the PlayStation 2 that no other title will?
JR: *I think that, if we succeed in blending adventure and action games, that Jak & Daxter will bring a new genre to videogames in general and not just to the PS2. Like peanut butter and jelly, the mix of two great genres should make an even greater whole...*

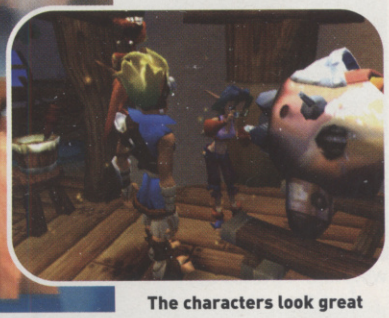
Go to www.computerandvideogames.com for the full interview.



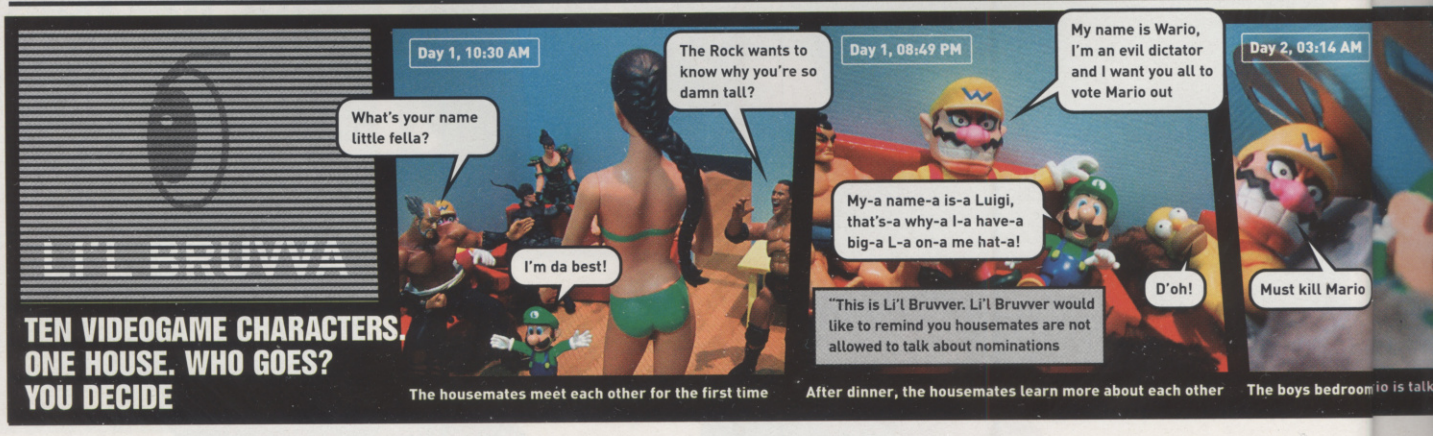
Swing from ropes, run around like a maniac and enjoy the gorgeous landscapes

Chased by a bloody big bird!

Can't beat 'em? Then leg it!



The characters look great



No, Orbb's in Quake 3, fool. The monster madness goes full-on when you transport to the alien planet

Aren't these guys supposed to be on your side?

Weapons are as cool as

HALF-LIFE – NEW PS2 SCREENS AND MODES!

Half-Life, complete carnage

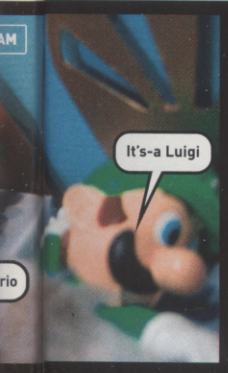
As you can see from these lush new screensshots, the PlayStation 2 version of Half-Life won't be as good as the PC original – it'll be superior!

"It's got a lot of attention from us to make it even better both in graphics and gameplay," crows Randy Pitchford of developers Gearbox Software.

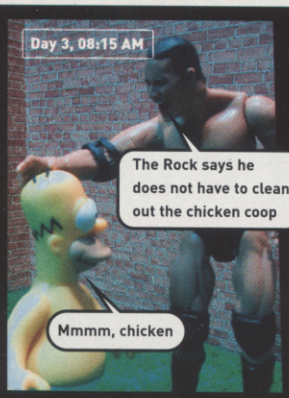
Gearbox has pulled out all the stops to make sure this is one PC-to-console conversion that'll do the business (they rarely do), by beefing up the graphics and adding new multiplayer options, including a co-operative mode called Decay. In addition, you'll also now be able to play through the game as an alien!

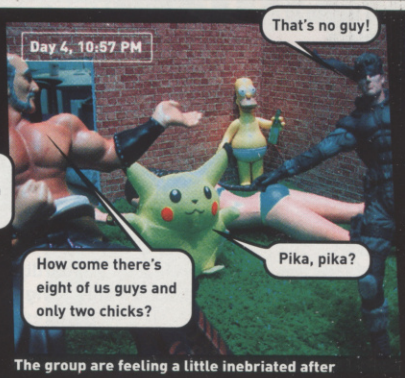
Given that Half-Life is one of the best shooters doing the rounds, we're pretty excited about this one.

Indoor kite flying is popular with the aliens



oom, Mario is talking in his sleep





The group are feeling a little inebriated after consuming 12 bottles of cider

Food is beginning to run low...

WHO GOES? YOU DECIDE!

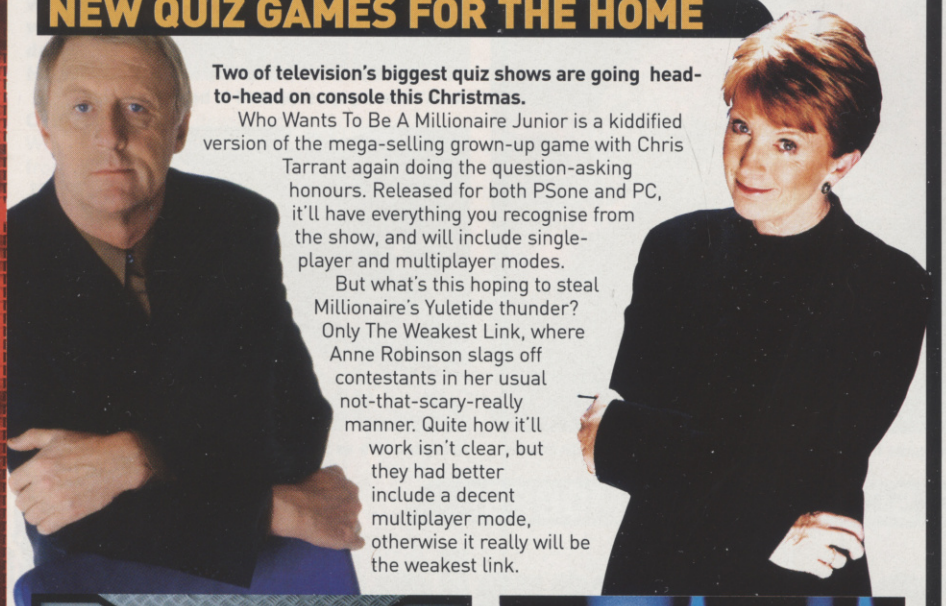
Email mailbag.cvg@dennis.co.uk

TO EVICT LUIGI...
Mark email 'Luigi'

TO EVICT PIKACHU...
Mark email 'Pikachu'

Who Wants To Be The Weakest Link?

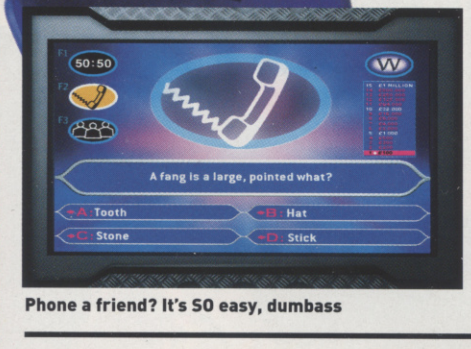
NEW QUIZ GAMES FOR THE HOME



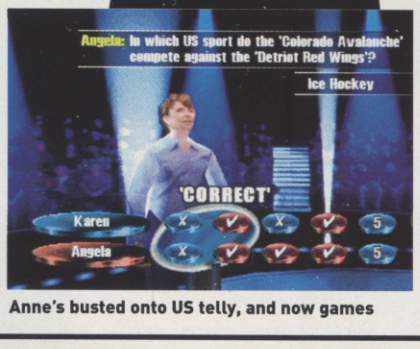
Two of television's biggest quiz shows are going head-to-head on console this Christmas.

Who Wants To Be A Millionaire Junior is a kiddified version of the mega-selling grown-up game with Chris Tarrant again doing the question-asking honours. Released for both PSone and PC, it'll have everything you recognise from the show, and will include single-player and multiplayer modes.

But what's this hoping to steal Millionaire's Yuletide thunder? Only The Weakest Link, where Anne Robinson slags off contestants in her usual not-that-scary-really manner. Quite how it'll work isn't clear, but they had better include a decent multiplayer mode, otherwise it really will be the weakest link.



Phone a friend? It's SO easy, dumbass



Anne's busted onto US telly, and now games

Cras

THRUSTMASTER POWER GAMEPAD

By: Guillemot
Cost: £30

This PC pad looks like a cross between a PlayStation and N64 pad, with a clean metallic finish so you know this is for the Serious Gamer. The Dual Power rumbles, though it's not as strong as Sony's Dual Shock pad. This pad does make a lot of different to Metal Gear, but it's not much better than using keys on other games.

★★★★★★★★★★

GBA

By: Bla
Cost: £

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Mario motors onto Game Boy Advance

MARIO KART BOX ART

It's September, you're standing in your local games shop, and you know that the World is a wonderful place because a copy of Mario Kart: Super Circuit is sitting proudly in the palm of your hand.

Because we know September's way too far off for all you kart junkies, here's a picture of what that box will look like to tide you over until the real deal arrives. Imagine you're stroking it lovingly. Soon, my pretty, soon.

Turn the lights down, pump the tunes up and make like you're really there

MINISTRY OF SOUND GOES PS2

Tall Paul cuts it up in your front room

The club's full of Japanese tourists and the almost-daily album releases are hardly essential buys any more, but heck, Ministry Of Sound's still going strong.

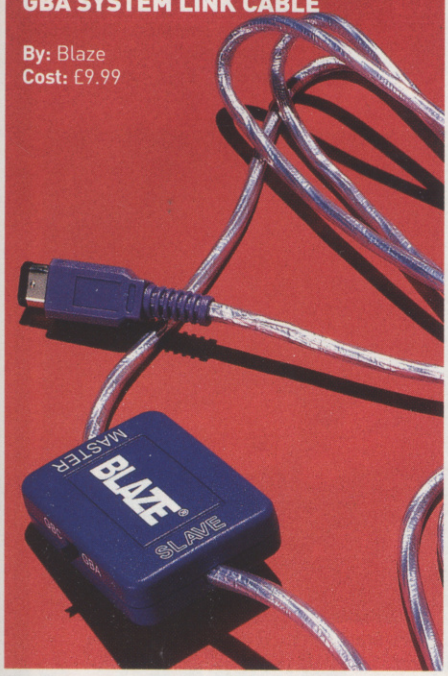
The club's latest branch-out? This new interactive PS2 game. Whap it in your machine and it's a cool piece of eye-candy, with five hours of visuals and music mixed by the likes of Tall Paul and Krazy Kuts. Get bored of that and you can try remixing the tracks and adding your own visuals. Could be good for a short-term laugh, we reckon.

sh Test

THE LATEST PADS AND PERIPHERALS ARE GIVEN THE CVG ONCE-OVER

GBA SYSTEM LINK CABLE

By: Blaze
Cost: £9.99

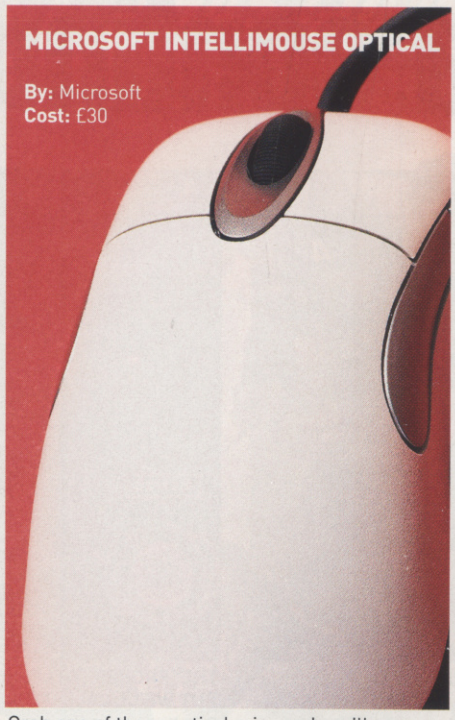


The Blaze link-up cable is the first third-party piece of kit we've received. It's cheaper than the official link cable and does exactly the same job – and a bit more. With just a flick of the little switch on the main hub unit, you can use the cable with both Game Boy Color and Advance. Good stuff. Strange choice of colour though.

★★★★★★★★★☆

MICROSOFT INTELLIMOUSE OPTICAL

By: Microsoft
Cost: £30



Grab one of these optical mice and you'll never need a mouse mat again. The clever optical set-up makes for super precise point-and-clicking and works on almost any smooth surface. Except glass, d'oh. It looks pretty swish too and worked especially well on the shiny veneer of Les' plush coffin.

★★★★★★★★☆☆

OFFICIAL GT3 STEERING WHEEL

By: Logitech
Cost: A lot!

Probably the finest PlayStation wheel you're ever likely to place your sweaty palms on. Pricey as it may be, this wheel and pedal combo really does enhance the GT3 experience with proper force feedback in the wheel. Imagine you're driving that Ford Focus rallycar round the dirt track, and the wheel resists your turn. Very cool.

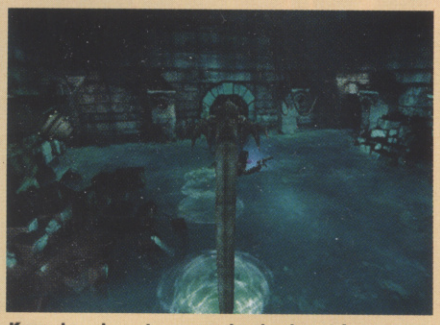
★★★★★★★★☆☆

PS2 GETS ALONE IN THE DARK 4

Survival horror series Alone In The Dark has been browning our pants for years – and now PSone's Alone In The Dark 4 is to get a PlayStation 2 spruce-up.

Out in September, Alone In The Dark: The New Nightmare is basically number four done for PS2, which means the creepy horror adventure has you playing a dude called Carnby who skulks around Shadow Island. As you can see, the graphics look loads sharper, and since they were pretty nifty before, The New Nightmare should be one of PS2's best-looking adventures. Factor in the wicked cinematic scenes and the real-time lighting and you've got a cool-sounding game, even if it is just a revamp of the PSone version.

Alone again, naturally



Knee deep in water, your demise is not far away

Alone In The Dark 4 will scare the crap out of you

What's this console?

The annals of gaming history (and the odd CVG) are littered with artist's impressions of what new consoles were supposed to look like. Only most of them looked nothing like the final machine. So, to prove you're the font of all gaming wisdom, can you guess which console this was meant to be? Here's a clue: the picture was printed in a 1992 CVG.

TWO MORE STAR WARS GAMES READY FOR LIFT OFF

PS2 versus Xbox: The saga continues

Get set for even more Star Wars games heading your way – one for PlayStation 2, the other for Xbox. Apart from both being a mouthful to say, and both being the latest in a long line of Star Wars cash-ins, they ain't got much in common. But what the hell – let's compare 'em anyway...

THE 'PROPER' TITLE: Star Wars Racer Revenge: Racer II
BUT WE'LL CALL IT: Star Wars Racer II
ON: PS2
IT'S A: Pod-racing game set in the Star Wars universe, with the Anakin Skywalker of Episode I once again going head-to-head with Sebulba. The first one wasn't bad, but this should be faster, better-looking and packed with loads more stuff – 16 pod-racers and 18 circuits, to be exact.
LUCASARTS SAYS: "This sequel's stronger AI will deliver an even greater punch of speed and intensity for PS2 players, resulting in all-out do-or-die battles to the end of every race."
OUT: tbc

THE 'PROPER' TITLE: Star Wars Starfighter: Special Edition
BUT WE'LL CALL IT: Starfighter
ON: Xbox
IT'S A: Shoot 'em up that takes the basic action of the PlayStation 2 game and Xboxes it up, meaning sweet-as-a-nut graphics, five new bonus missions, new two-player games, a new two-player dogfight mode and expanded capture-the-flag arenas. In all, there are 20 starships and 14 environments.
LUCASARTS SAYS: "With its dynamic enhancements, we've truly put the 'special' in Star Wars Starfighter: Special Edition."
OUT: late 2001

Get it right?

Ooh, so close! It's none other than the most famous console of the 90s, the PSone. No doubt if Sony had gone for CVG's design, PSone would have been the best selling product in the history of the World ever, outselling the hamburger, the television, and A1's latest album.

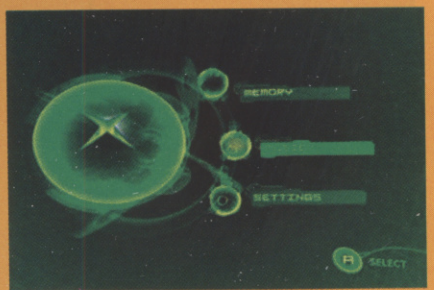
THEY CALL IT THE DASHBOARD

Imagine no more – this funky Matrix-style menu is what you'll see the first time you switch on Microsoft's beefy brute. These opening screens, known as the Xbox Dashboard and seen when you don't have a game disc in the drive, let you mess around with memory and visual set-ups.

The coolest feature, under the Music option, lets you compile tracklists from your own CD collection. Once you've recorded a set of your favourite tunes, you can have them thumping in the background as you romp through any of Xbox's games. But be careful, as the Xbox Dashboard is so cool that if you accidentally play Westlife or any other boy band, it will instantly shut down. An electronic voice will ask you to leave the room and not come back until you've received treatment from a qualified psychiatrist. Or so we are told.

Inside Xbox's browsers

Mix your own soundtrack in the opening screens



What is the Matrix? Oh, it's the insides of an Xbox

ACTION MAN

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ADVENTURES ON VIDEO

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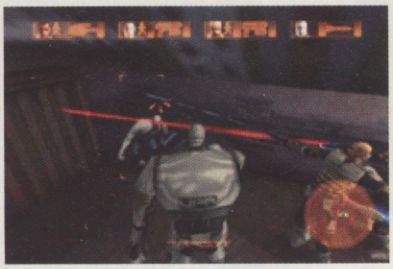
Wait for it

EDEN UPDATE

Looks like we'll have to wait a little longer for squad-based urban shooter Project Eden, which was due for a summer release on PC and PS2 but has been put back a month or two.

It's coming along nicely since we last played it in the Spring, but it seems Core are holding it back until early autumn, either September or October, when there should be more PS2 owners out there. More when we know more.

Something sinister's going on below the city



Squad control seems easy on both formats

GALLEON ON XBOX

Shake your booty

Your mission: uncover the mysteries of a ship's cargo. Might not immediately grab you by the plums, but hold your horses, there's more to this adventure romp.

Galleon looks epic, with all the components of a classic adventure story - buxom beautiful ladies, pirates, romance, fistfights, and death-defying action. There's even a hard-hitting, square-jawed, pony-tailed hero by the name of Rhama, who wears a shirt unbuttoned to the waist!

Coming from the creator of Lara Croft, publisher Interplay assures us that Galleon isn't another Tomb Raider. Even though both main characters share a love of big belt buckles and visit the same hair salon.

Although there's going to be loads of ass-whuppin' action, Galleon claims to have seriously different gameplay and a new control system, where the main character reacts automatically to his environment. It's supposedly far more of a story-driven 3D adventure game than Lara's. The cartoon visuals and super-slick animation look awesome too, and with any luck the in-game action will be just as attractive.

FIRST FREAK OUT PICS ON PS2

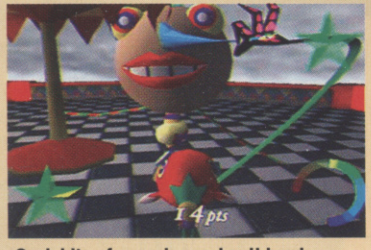
Stretching it!

Evil's clearly a bit out of practice. In 3D adventure Freak Out, 13 demons are out to possess the hottest-looking sisters on the planet – but they've arsed up. When the last demon tried to possess you, the 13th sister called Linda, the dumbass accidentally possessed your scarf instead. Idiot.

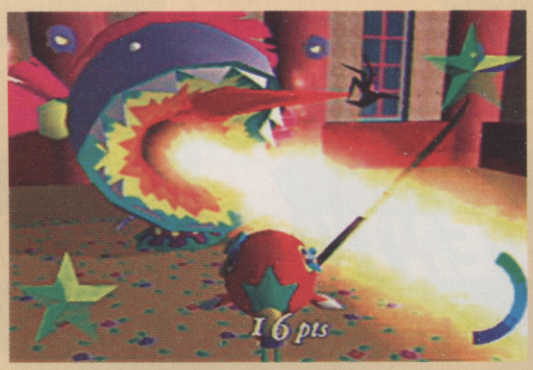
So it's up to you to use your evil scarf to rescue your sisters. An evil scarf, what the hell kind of damage could that do? Well, it has developed a sinister black hand that's fully controllable using both analogue control sticks – what it attacks gets zapped with a bolt of supernatural energy. Utterly bananas.

But that's not the best bit. The scarf's claw-like hand can be used to grab, throw, pull and stretch enemies and the environment around you. Not only can you tug at the truly gigantic boobs of some bikini-wearing bimbos, you can pick up certain enemies and objects and swing them round your head, as well as being able to propel yourself by stretching landscapes and using backdrops as catapults.

Such levels of bizarre gameplay might not be everyone's thing, but Freak Out's originality and super cute visuals definitely make it one to keep an eye on.



Grab bits of enemies and pull hard



Beware, the muppet thing breaths fire. Nothing is as it seems

This giant robot is controlled by a little angry lizard... nothing weird about that

Grab these demons, swing them round your head and chuck them off the island

CACKMAN

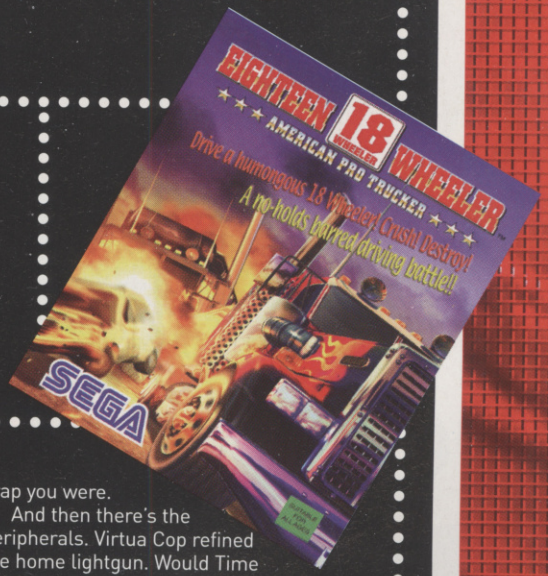
I went to Sugar Reef a few weeks ago. You know, that hip London bar where celebs like Geri Halliwell and Kelly Brook hang out. Didn't get in, of course. But I didn't want to. See I thought it was still the Namco Wonderpark, but they'd gone and closed it. So I went home for one off the wrist instead.

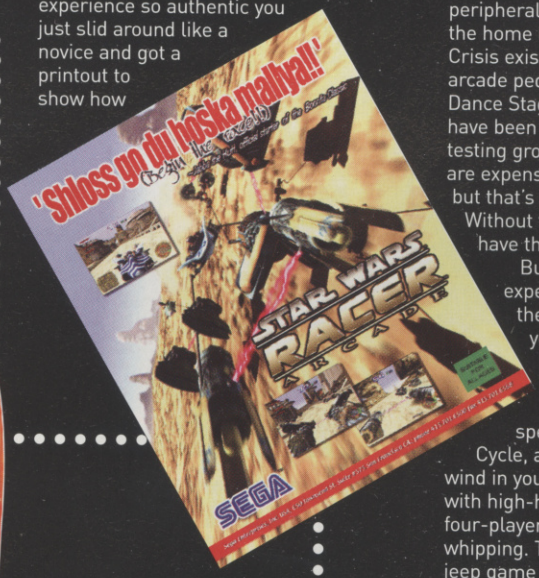
Thing is, that happens quite a lot right now. Arcades closing, that is. Been in one recently? Once was the time I'd pop in any I passed, just to see what awesome new machines were in. But now they're just filled with broken Daytona coin-ops, two saddos on the old Street Fighter, and an alcoholic sea-hag playing the fruities and carrying what looks like a carrier bag full of her own faeces.

Fact is, arcades are dying. It's no surprise. Home machines are as good, if not better. And console conversions come out maybe only a month after the machines. But it worries me because coin-ops are the Formula One of gaming. They advance the technology.

Sega and Namco's epic battles never really took place on PlayStation and Saturn (thankfully). It was in the arcades. When Namco responded to Virtua Racing with Ridge Racer, Sega didn't just bring out Daytona, it brought out a whole new arcade system. In three years we went from the cardboard cut-outs in Virtua Fighter to the swishing pantaloons of VF3.

Yu Suzuki, the genius who pioneered car, bike and fighter plane games with OutRun, Hang-On and Afterburner, insisted on new hardware everytime he made a new game. Mind you, he pissed that one up a tree when he made F355 Challenge. A lavish Ferrrari cockpit experience so authentic you just slid around like a novice and got a printout to show how crap you were.





And then there's the peripherals. Virtua Cop refined the home lightgun. Would Time Crisis exist if Namco hadn't built the arcade pedal? Think music games like Dance Stage and Samba De Amigo would have been pioneered without the public testing ground? True, the home add-ons are expensive and rarely prove popular, but that's even more reason for coin-ops. Without the gun, Silent Scope will never have the same sniper feel at home.

But it's the blockbuster experiences that will really die with the arcades. The booming cannons you hold for LA Machine Guns, that full-size pod in Star Wars Racer.

And don't forget the spectacular, bizarro one-offs. Prop Cycle, a flying bike game that blows wind in your face. Drum Mania, complete with high-hats and sticks. Final Furlong, four-player horse-racing complete with whipping. The Lost World: Jurassic Park, a jeep game with lightguns, theatrical sound and curtains. Not only can these never come home, but with no arcade audience they'll never be made again.

So when you sit down to play Tony Hawk's 3 this Xmas, just imagine an arcade version like Top Skater with its board. Alternatively, take your fella out of your hand, pull up your pants and go support your arcade. Just don't play Capcom Vs SNK 2, unless you're using the maracas...

COIN GOBBLER

COMING TO AN ARCADE NEAR YOU SOON

BEACH SPIKERS: VIRTUA BEACH VOLLEYBALL

Publisher: Sega
Developer: AM2
Out: July
Players: 1-4
Where to find it: Nationwide

You leap up and spike the ball hard and fast into the other half, and watch as a bikini-wearing Jennifer Lopez lookalike on the opposite team is forced to dive gracefully onto the hot sand – sweet! All the players in Beach Spikers are girls, and luckily gameplay is just as finger-lickin' good as the curvy eye-candy.

As soon as you slap in your cash and press Start, you'll lap up the smooth babe animations, luscious character models, colourful environments, and the simple, fast action.

But, while there's some lecherous touches like players hooking their bikinis out of their butt-cracks, the emphasis of the character models is more on athletic babes rather than full-on, jiggly-breasted Dead or Alive 2 lusty naughtiness.

KNOCKOUT TOURNAMENT

The concept is simple: eight teams of two bounce around half-naked and battle it out in a knockout tournament. At first glance, the hyper camera activity is slightly distracting as it swings round the court finding the best angle from which to see the action. But after a few points you get used to these movements and realise that this intuitive camera positioning gives you the best viewpoint for planning and carrying out shots.

Take a few shots and you notice that the game feels very similar to Virtua Tennis – the players react similarly and the level of directional ball control is almost identical, as is the power gauge feature.

However, this is actually something of a bonus because the overall set-up in Virtua Tennis worked a treat, and Beach Spikers only benefits from using a similar system. Summer is here and what better way to celebrate its arrival than jumping around on a beach under the hot sun with 16 tanned lovelies. Bring it on.

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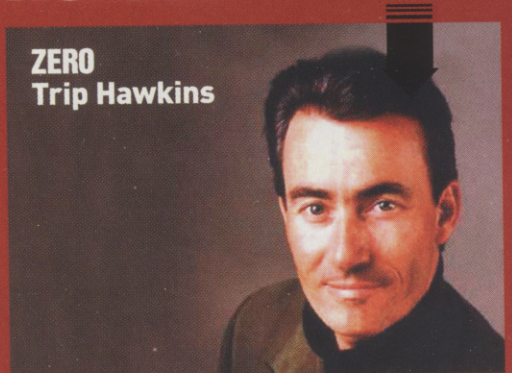
Greatest achievement: The Metal Gear Solid series.

Heroes & Zeros



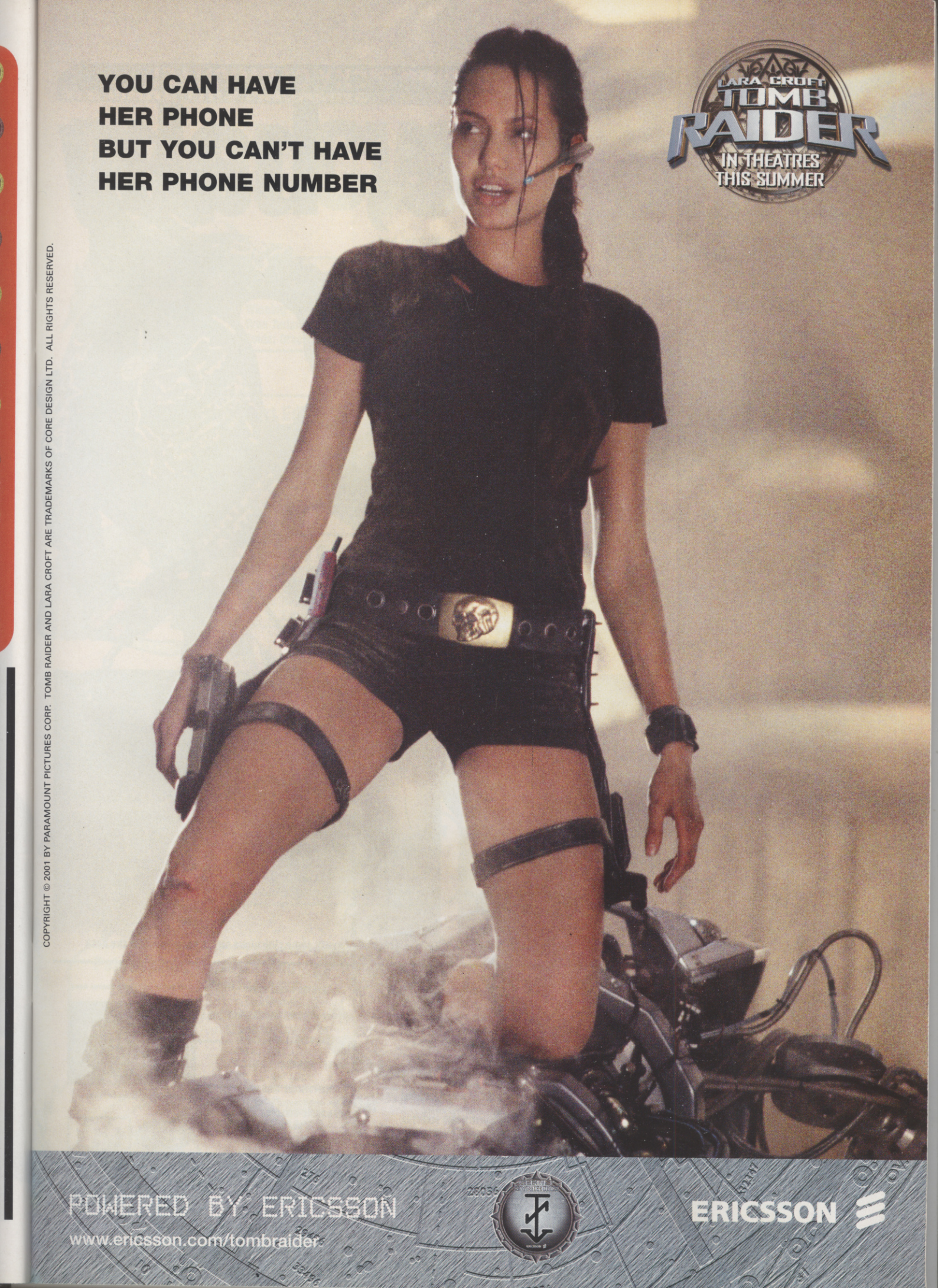
Greatest Crime: For inflicting the 3DO on the world.

SONIC IN VIRTUA STRIKER 3

Blue army!

First, Sega's prickly blue superstar pops up in PSO on his 10th birthday, and now he's getting stuck into the action in Virtua Striker 3 in the arcades.

Cameo appearances seem to be a trend for Sonic, and his latest role sees him diving around on the hallowed turf with the likes of Tails, Knuckles and co. However, it's unconfirmed whether everyone's favourite hedgehog will be appearing in the GameCube version of the game when it is released next year, but you can be sure that you'll get the scoop first in Planet CVG. VS3 should be rocking the arcades later this year, and we'll be bringing you the lowdown next month in Coin Gobbler, where you'll also be able to catch all the hot news on Virtua Fighter 4.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BUT YOU CAN'T HAVE
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FIRST LOOK AT MX 2002 FEATURING RICKY CARMICHAEL

Bike me, baby

EAT THIS EVEL KNIEVIL

Pull off tricks and stunts throughout the game, as you go head-to-head with other dirt freaks in stunt mode.

Bet this guy can lick his own balls

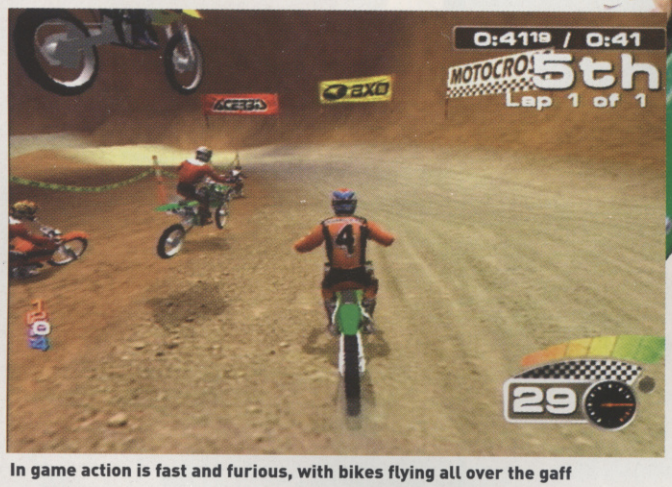
Leap over a shed load of buses

Motocross king Ricky Carmichael has signed up for name-lending duties to the latest PS2 dirt-bike game.

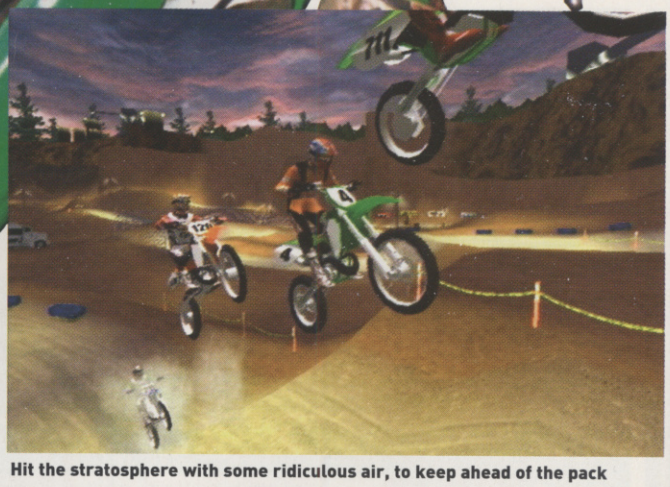
MX 2002 Featuring Ricky Carmichael trumpets 'the complete motocross experience'. Happily, this doesn't mean you need tattoos and excessive flatulence to play it. Instead, you get 28 real riders from the 125cc, 250cc and freestyle ranks, 25 tracks, and loads of different modes like stunt showdown, challenge race and target jumping.

In addition, and something that's caught our eye, is the physics-based bike simulation, so the controls will be responsive enough to do stuff like pull wheelies, tail whips and burn-outs. Looks like analogue support is going to be a must for this one, then.

With other class features like create your own rider, bike customisation, stunt modes and a pounding soundtrack from the moto-world's underground, tricky Ricky's game could be one to keep an eye on.



In game action is fast and furious, with bikes flying all over the gaff



Hit the stratosphere with some ridiculous air, to keep ahead of the pack

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CHAIRMAN
Felix Dennis

Computer and Video Games uses
Hercules
to power up Anachronox

Dennis PPA

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WE MAKE THIS MAGAZINE

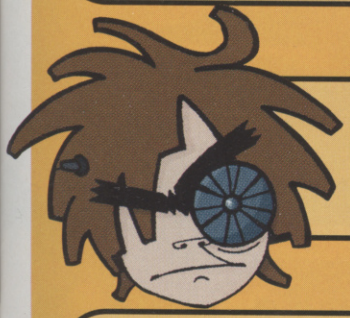
Meet CVG

Alex Simmons, Editor
I'VE BEEN PLAYING
1. Winning Eleven 5
2. Gran Turismo 3
3. Zelda: Oracle of Ages

Dan Payne, Art Editor
I'VE BEEN PLAYING
1. Quake III Team Arena
2. Operation Flashpoint
3. Time Crisis 2 in the arcade

Jenny McComb, Designer
I'VE BEEN PLAYING
1. Spider-Man 2
2. City Crisis
3. Ephemeral Fantasia

Les Ellis, Games Editor
I'VE BEEN PLAYING
1. WWF SmackDown! 3
2. Soldier of Fortune on DC
3. Castlevania: Circle of the Moon



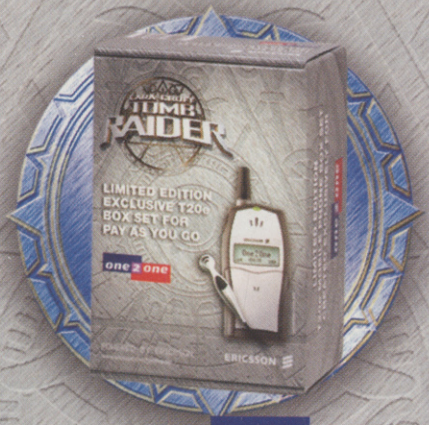
Lee Skittrell, Senior Writer
I'VE BEEN PLAYING
1. Zelda: Oracle of Seasons
2. Ephemeral Fantasia
3. Bomberman Tournament

Pete Walker, Deputy Editor
I'VE BEEN PLAYING
1. Tribes 2
2. Diablo 2: Lord of Destruction
3. Anachronox

Mike Cooper, Writer
I'VE BEEN PLAYING
1. Winning Eleven 5
2. Tony Hawk's 2 on GBA
3. SSX Snowboarding

LARA CROFT TOMB RAIDER
IN THEATRES THIS SUMMER

LIMITED EDITION
TOMB RAIDER
GIFT PACK EXCLUSIVELY
THROUGH ONE 2 ONE.



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ERICSSON

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Anti-piracy that works

PC shooter Operation Flashpoint hit UK shelves last month with a serious trick up its sleeve – an anti-piracy protection system called FADE. Install an illegal copy of Flashpoint and you're in for a surprise. No, rockets don't shoot out of your monitor at you, but instead the effect is slow, painful, and ingenious.

This clever little system has been developed by Codemasters and works in an utterly unique way. Flashpoint is embedded with coding that's so smart it can tell the difference between an original CD and a pirated copy.

Once an illegal copy is up and running, the game will automatically start disabling features within the game. Over time, more and more aspects of the game are crippled by the FADE system until it becomes utterly unplayable.

If FADE works and Flashpoint sales benefit, no doubt it'll be used in loads more PC titles and maybe on console hard-drive games for PS2 and Xbox.

But where do YOU stand on the whole question of piracy and illegal gaming activities in the dawn of the next-gen era? Is the high cost of videogames and consoles the only reason for piracy or is there more than that to it? Fill in the 'The Piracy Files' questionnaire below, and tell us how it really is.

THE PIRACY FILES – HAVE YOUR SAY

Most gamers have been offered or even bought pirated games. CVG wants to find out what you think about pirated games, chipping, and illegal shenanigans in general in the videogame industry. Fill in this questionnaire and make your voice heard. Don't worry, it's totally anonymous. Send it to CVG marked 'Piracy',CVG, 30 Cleveland Street, London, W1P 5FF

1. Are you:
Male ☐ Female ☐

2. How old are you:
5-10 ☐ 11-15 ☐ 16-20 ☐ 21-25 ☐ 26+ ☐

3. Do you own a chipped console?
Yes ☐ No ☐

If so, did you have it chipped to play:
Import games ☐ Pirated games ☐ Both ☐

4. Have you ever knowingly bought a pirated copy of a game?
Yes ☐ No ☐

If so, why? _____

5. If you buy pirated games, how much do you spend on them every year?
Nothing ☐ £1-30 ☐ £31-60 ☐ £61-90 ☐ £91-120 ☐ £121+ ☐

6. How many pirate games do you own?
1-50 ☐ 51-100 ☐ 101-200 ☐ Over 201 ☐

7. How much do you spend on official games every year?
Nothing ☐ £1-50 ☐ £51-150 ☐ £151-250 ☐ £251-350 ☐ £350+ ☐

8. Would you buy a console if you knew it couldn't be chipped and/or you couldn't buy pirated games for it?
Yes ☐ No ☐

9. Has the threat of prosecution ever stopped you buying a pirate game?
Yes ☐ No ☐

10. Let us know how you feel about piracy in the gaming industry? _____

Advanced Accessories

Cool add-ons for hot game-play on your Game Boy Advance

Got a Game Boy Advance? Now you can get power, protection and extra performance with these killer new accessories from Gamester!

Check out the Power Station. This handy desktop unit packs up to twelve hours of game play into a single charge. Want to play in the dark? Then snap on the Floodlights. Twin lamps at just the right angle give out all the light you need, then fold flat for storage. And when it's time to close down the action, the rugged Kit Bag provides stylish protection for your Game Boy Advance.

Stay ahead of the game.
Shoot off to your nearest games retailer or visit

www.radicauk.com

GAMESTER®

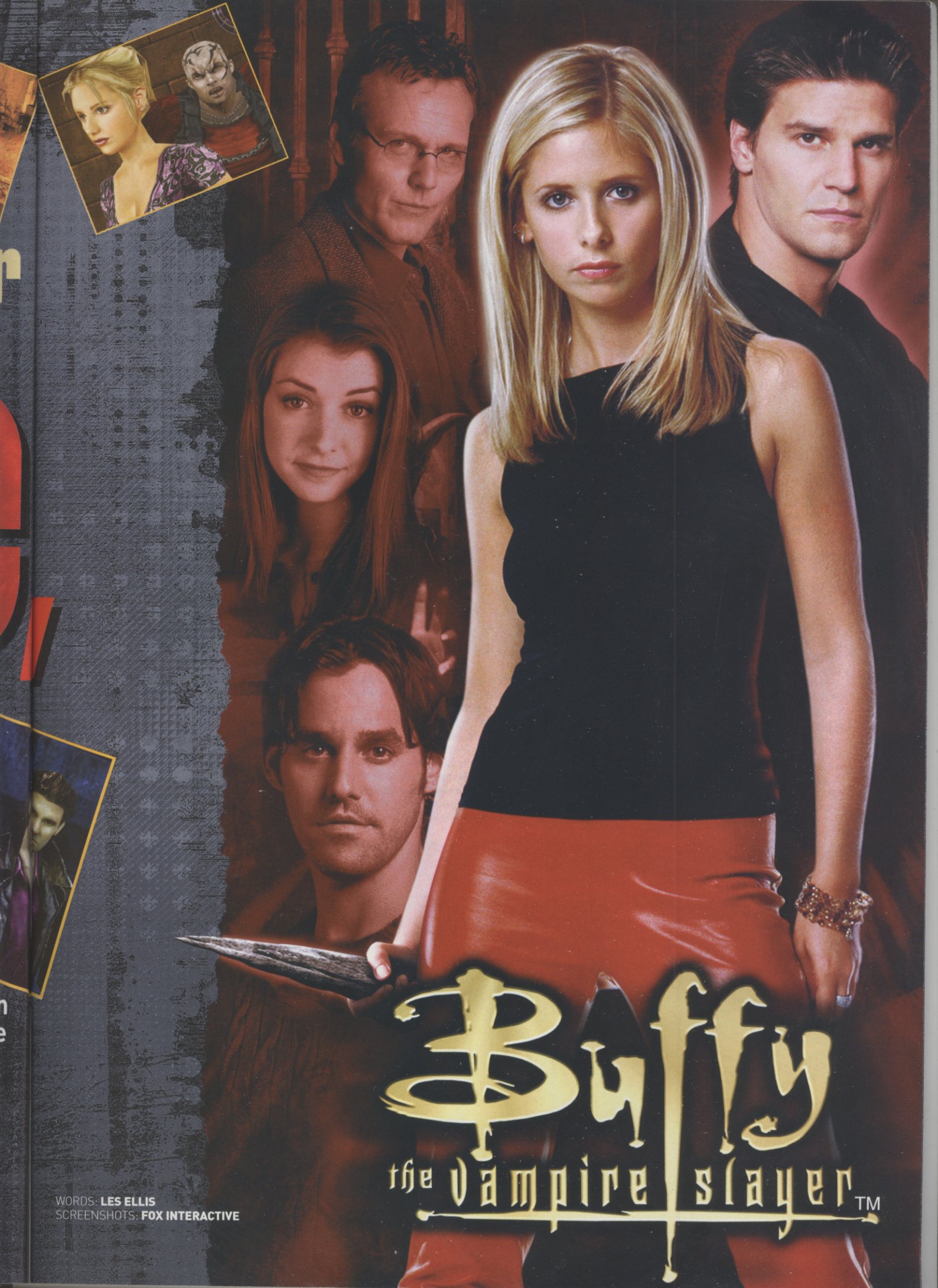
THE UNFAIR ADVANTAGE

ON THE COVER

How would you like your Stake, Sir?

She's been voted the sexiest woman in the world, she's hotter than Vanessa Feltz's armpit in the middle of a heatwave and she'll drive a wooden stake through your chest if you ever try it on. Buffy is coming to Xbox and you'll only find her in CVG. Result.

GAME: **BUFFY THE VAMPIRE SLAYER**
FORMAT: **XBOX**
COST: **TBC**
OUT: **2002**
PLAYERS: **1**
DEVELOPER: **THE COLLECTIVE**
PUBLISHER: **FOX INTERACTIVE**
CO PUBLISHER: **ELECTRONIC ARTS**



WORDS: **LES ELLIS**
SCREENSHOTS: **FOX INTERACTIVE**

Any other woman wandering through dark places would be scared, but not Buffy

Not when she can throw a roundhouse in a split second and take a head clean off

Considering the TV show has six series under its belt, a Buffy The Vampire Slayer game has been a long time coming. Let's face it, you cannot ask for more suitable videogames fodder: the lead character's a sex symbol with a killing streak, there's a guy who turns into a psychopath when he feels any kind of pleasure and you'll also find a lesbian sidekick who's got a passion for werewolves. Hell, compared to Hollyoaks, it's a goddamn freak show.

But, at last, sexy Sarah Michelle Gellar is coming to console. The Xbox to be precise, and CVG's got the first info and pics of Buffy in action. See her skewer blood-sucking vamps, check out the vicious bad guys she's got to defeat and, when the excitement's drained the energy from your limbs, take a look at her tight leather trousers to get the blood pumping through you again.

Watching Sarah Michelle Gellar roundhouse kick her way through vampires is spectacular, but actually slipping into her winkle pickers for a real taste of kick-ass action is something else. It's got to be better than some crusty old Van Helsing anyway. And if you're one of the legions of devoted fans of the Buffy TV show, you've already got an insight into what the game has to offer – it's based on the locations and events from early episodes of the excellent third telly series.

Never mind next-gen Lara. Buffy is one of the most detailed and realistic videogame characters we have ever seen

Cruci-fist action

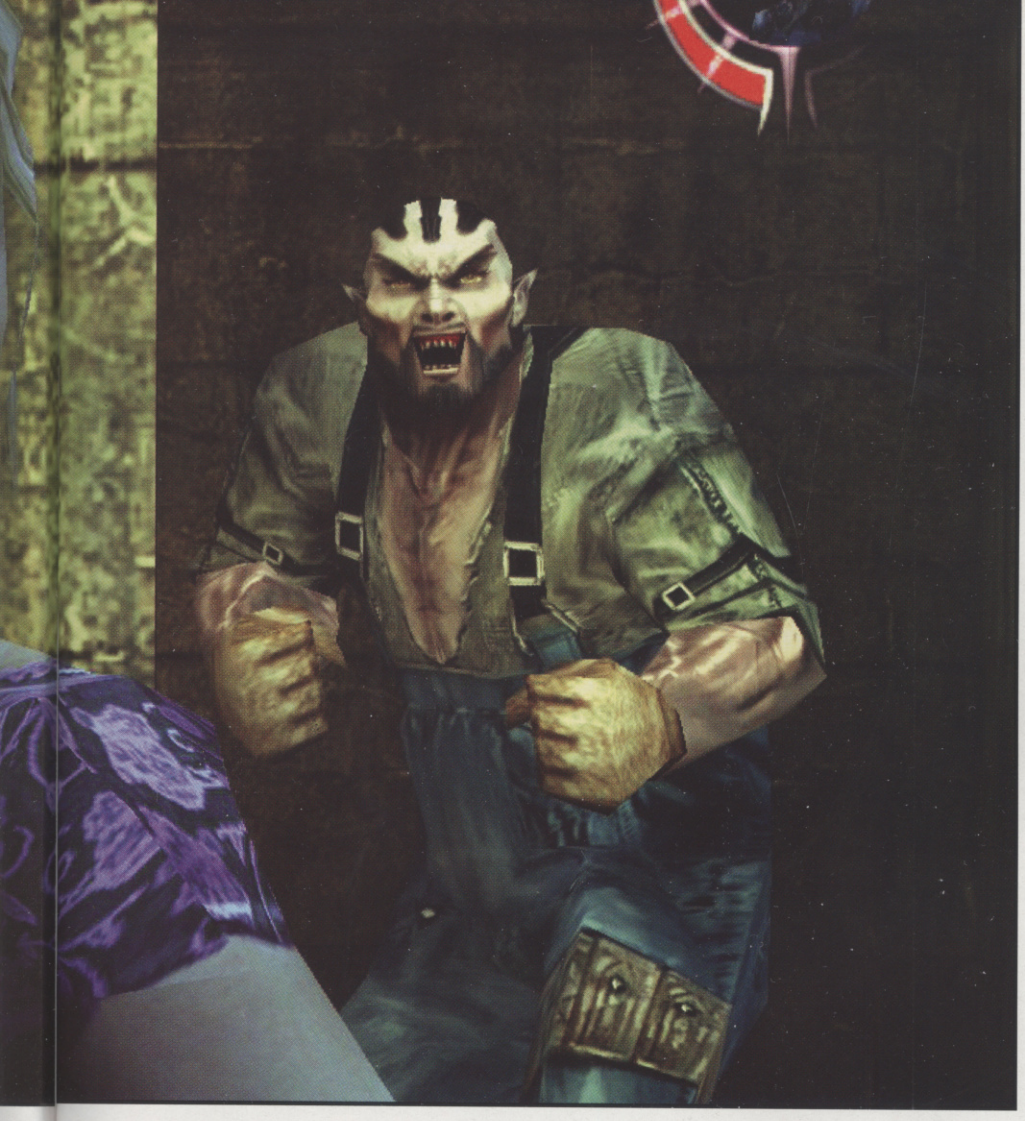
Forget the horror stereotypes that have previously been rammed down your throat, because garlic and crucifixes have no effect on the vile undead geezers you'll face in Buffy on Xbox. Let your feet and

KILLING THE UNDEAD

No one said killing the undead was easy. You can kick the living... Well, undead crap out of some creatures and it will do the job, especially if you include a swift decapitation. Yup, you can kick their heads clean off. But other enemies will just laugh at your pathetic attempts to return them to hell unless you slam a stake in their chest. It's not so hard on less experienced vampires, but try this on some of Buffy's tougher enemies and you'll end up with the wooden rod rammed in your body, and it won't be in your heart. So soften them up first with a few kicks

A front kick will soften just about any monster up

So follow through with a straight right to the jaw



All enemies have weak spots – but you've got find them while they're trying to kill you

fists do the work instead, using Tekken-style punch and kick combos to stun the enemy, then finish 'em off with a wooden stake through their blackened heart.

It's serious fun and easy to see where developers The Collective have got their inspiration from. The TV show links are obvious, but you'll also see flavours of Tekken and Dead or Alive in the combat system, plus the young Ms Buffy Summers even gives PlayStation Goddess Lara Croft a good run for her money when it comes to puzzle-solving and exploration.

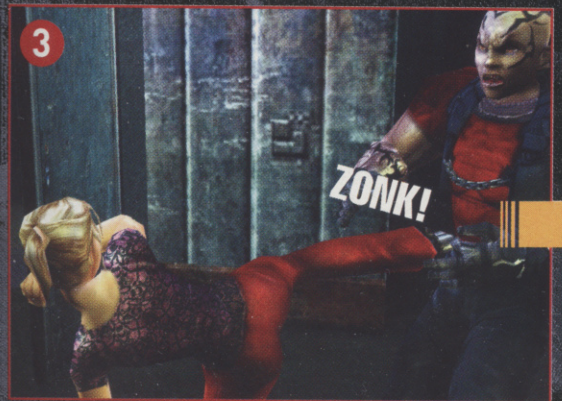
To the power of X

During its development lifetime, Buffy seems to have been touted around on just about every platform going. Up until last year it was supposedly set for PlayStation, PC and Dreamcast, until a minor problem cropped up – none of those systems could really deliver the vision that the developer had planned for Buffy. Not even a top of the range PC could've coped with the super-sharp graphics and staggering special effects Buffy demands.

Enter Xbox, the holy grail of console gaming, and the only machine capable of handling this job. Dave Stalker, producer on the Buffy game, explains: "Each character in Buffy is made up of many thousands of polygons and we're able to get a whole gang of them onscreen at any one time, and that's WITH crazy magic special effects, fantastically realistic shadows, dynamic lights and all kinds of other stuff going on as well."

What all that basically means is there are better special effects and more awesome action sequences crammed into a single scene in the game than there is in an entire episode of the TV show. Sheesh.

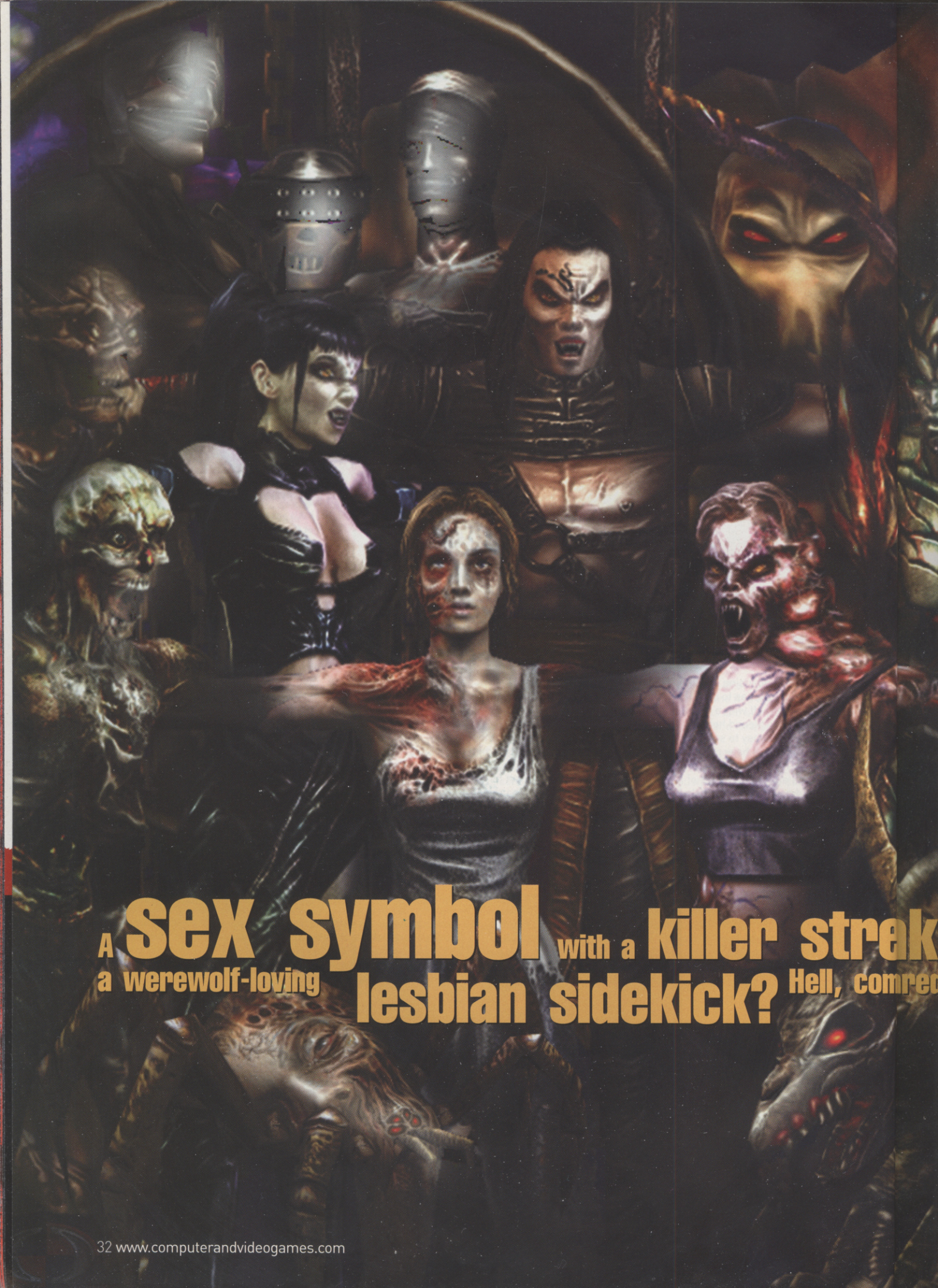
before attempting to stake them out. To complicate matters further though, you usually get attacked by more than one creature at once, meaning you don't have a lot of time to aim as there is always something else looking to eat your face off while you line up your stake on a vamp's chest. And it's not just brute force that wins out either – you'll need to figure out how to beat the more advanced monsters and bosses, like the Screamer Demon. But what you get for all your efforts is well worth it – the vamps disappear in a yellowy mist, just like they do in the telly shows!



Another roundhouse to the gut to take the wind out of him

But demon spiders will need a different approach

Now try handling three enemies at once


A sex symbol with a killer streak
a werewolf-loving lesbian sidekick? Hell, comrec

Undead skeletons – rip off their heads to put them out of your misery

You may need help from friends like Giles to figure out how to get past some freaks

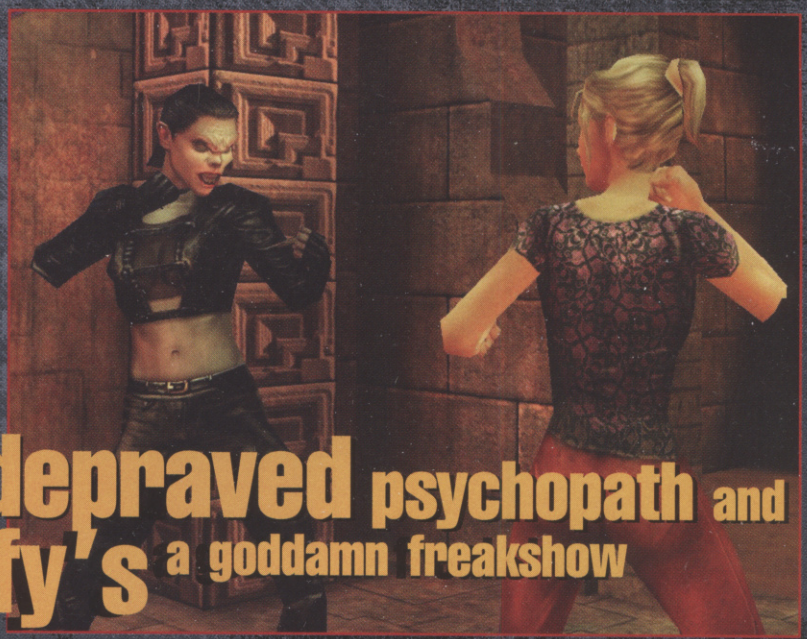
Buffy Stripped Down

The graphics engine that shifts the game's sharp visuals around is a beast. It has to be to make Buffy's hometown of Sunnydale look every bit as real as it does in the show. Sunnydale High is in there, faithfully recreated inside and out, plus there's the Cemetary, the Sunken Church... Too many locations to mention, in fact, but if it's in the third series, you can guarantee it'll be here. It will all look staggering, too, with lighting effects creating a tense atmosphere exactly like that of the TV show.

It's not just the locations that look fabulous. The developers have spent many hours watching videos, checking the freeze-frame to make sure Buffy's, um, vitual statistics are on the money. The same applies to all the other characters, to ensure everything in the game is as close to the real thing as possible. Getting to stare at pictures of Sarah Michelle Gellar all day long? We'd do it for nothing.

Bet this freak figures out how to get to you before you work out how to get to him

Buffy's stunt double and co-ordinator from the show were drafted in for motion capturing the moves in the game to ensure authenticity. The icing on the cake is the voiceovers. Angel, Willow, Xander, Cordelia, Giles, Spike and a couple of other character all have dialogue provided by the right actors, so you can bet your last buck playing the game is going to be like starring in an episode of the show.



eak, a sexually-depraved psychopath and ompared to Hollyoaks, Buffy's a goddamn freakshow

Sticks and stones will break my bones but fireballs ignite me

Numerous characters from the TV show are here, including bad guys like Spike here

You'll have to be quick to save your friend from being a meaty morsel

You should recognise just about every location from the TV series

Skellie: "Go on, just a quick snog. No tongues, I promise." Buffy: Smack!

Scream if you wanna die faster

Regardless of how good the game's going to look, if it doesn't feel like you're in the thick of a bloody fight against sharp-toothed bloodsuckers, then it's about as much use as a vampire who's squeamish at the sight of the red stuff. Luckily there's no lack of scares here.

Take Angel's mansion for example. Standing face-to-face with a Screamer demon is enough to make Buffy's G-string strain as sheer panic kicks in, but when it attacks you've got to think fast or lose your head.

Screamer Demon

First it seals you inside it's lair using magic, then it disappears into the shadows. So there you are, stake in hand, knowing you're about to be ambushed. And it happens in a flash, the Screamer

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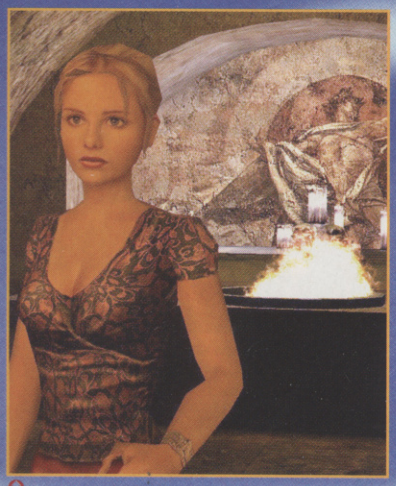

Look at the detail on her, er, outfit

Ignore the bad breath Buffy, just send him back to hell before they take over the world

blinking into view and lunging at your back with its razor-sharp claws. Then, when you thought the worst of it was over, it starts spinning around the room like a blood-thirsty ballerina, shredding your flesh from the bone before you can raise the stake to its heart. Nasty.

How do you kill the sucker? We don't know, but we know a man who might – Giles. He's Buffy's bespectacled teacher, who has more than a healthy knowledge of all things undead.

A hard slay's night

At the end of a bloody slaughter, Buffy high-tails it back to the school library to meet up with the other guys of the Scooby, er, Buffy gang. Some of Buffy's mates are there to help or offer advice, while others may need your help.

With spot-on lip-syncing and character models so detailed it's like looking at the real thing, this bit looks more like an episode of the show. And what Buffy fan in their right mind is going to turn down the chance of effectively starring in their very own action-packed episode, unravelling the plot as they go along, meeting and chatting with the characters they know and love? Only, a dumbass would say no.

They may come from hell but monsters still choose to attack from behind

TV OR NOT TV, THAT IS THE QUESTION

Okay, scene-setting time for all you hardcore Buffy fans out there. The game is set between two episodes of series three. They're early episodes, so you won't see any part of the climatic Graduation episodes – although they would've made great final boss battles. Below is some of the cool stuff that you will see that should help you work out where the game fits into the telly storylines.

Giles has taken Buffy to a desolated Church for more training as ordered by the Council of Watchers. The Master is being resurrected and is keen on opening up a highway between hell and earth with the help of three psychic demons, as well as getting a dose of revenge on Buffy. Spike and Angel are involved and pose problems for Buffy et al as they just happen to be related to The Master. We know it all happens before Buffy's 18th birthday in the 'Helpless' episode.

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I know Buffy likes a captive audience but this is going too far

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Wonder if that Union Jack on her jacket means she's got a thing for Brits? Let's hope so

Fancy 3D camera work shows off just how amazingly detailed the locations are

Just remember, high-end PCs aren't powerful enough to do these tricks

Lesser consoles would not cope with this amount of detail and undead action

The real deal

What's more, Ms Geller even slaps a big seal of approval on all the research that's gone into the game. Y'see, Buffy The Vampire Slayer is the first licensed game we've seen in ages that actually lives up to its claim of using all available resources.

Cast and crew have been consulted throughout the design process, so the story, characters, locations and overall presentation have the official thumbs up. The team also worked with two authors, who have written dozens of Buffy novels, comics and a load of 'Guide to' Buffy books which tell Buffy know-it-alls everything they need to know, so no-one knows more about Buffy than these guys.

All the fast-moving sequences the TV show pulls off so well are in the game, but there's also loads of work going into ensuring the light-hearted black comedy aspect of the series sneaks in the Xbox title. Expect witty one-liners when you're fighting a bad guy, then a sweet put-down when he's out for the count. The end result is like a cross between Street Fighter and Evil Dead, with Buffy throwing punches as well as insults you'll probably end up using on your mates too.

Take advantage of where you are and you may not need to fight. Bet this lava kills that guy faster than your punches

Wait for it...

Combine that with survival horror action that'll scare the hell out of Resi and you've got a sure-fire blockbuster you guys MUST play. Thing is, you can't, not until early next Summer. It's a long wait, but there's a good reason for that: Xbox isn't out in the UK 'til March and the game will take a few months to convert to PAL.

On the up side this means that, unlike PS2, UK Xbox owners won't have to wait ages for some outstanding games to turn up. Buffy and WWF Raw is War by Summer 2001? Now that's a killer combo.

IF YOU DON'T WATCH SKY, DON'T READ THIS

So it's only Sky viewers here now, yes? Well you saw it right. That historic Friday night a few weeks ago when Buffy died. Yes, she's dead. But this is a world where vampires roam the night and a bloke from a naff Eighties coffee advert can star in a hit American series, so everything is not as it seems. So is she dead? Well series six, where she died, is NOT the last series of Buffy, and they're not changing the name and Ms Gellar's contract has not expired.

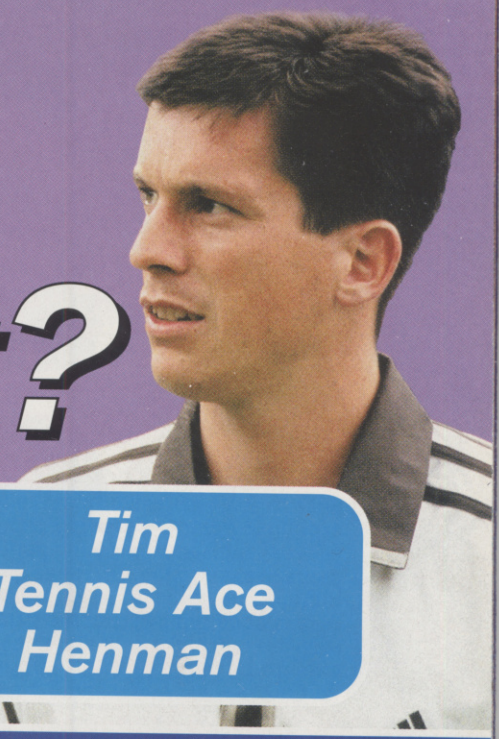
The options? Pay Sarah Michelle Gellar lots of money for doing nothing, scrap a hugely successful series, ignore a key storyline... OR Buffy's coming back from the dead in series seven. Our money is on the last one. Keep an eye on Sky One on Friday nights for the next series of Buffy coming soon.

Well, if Buffy is dead, can we have the honey in the red dress as the next heroine please? Pretty please?

Are you a good sport?

Natasha
Atomic Kitten

Vs.



Tim
Tennis Ace
Henman

WE PUT EVERYONE'S FAVE FLAME-HAIRED POPSTREL AND THE COUNTRY'S TOP TENNIS PLAYER ON THE SPOT - BUT WHICH ONE WOULD YOU WANT ON YOUR TEAM? GET READY FOR SOME NAIL-BITING CHOICES!

1 If you lost a game, would you shake the other team's hands?

Natasha There's nothing worse than a sore loser acting like it's the end of the world. I'd shake hands even if I was gutted.

Tim Yes, of course, I would always shake hands.

2 If you could cheat without anyone finding out, would you do it?

Natasha It could be really tempting but I wouldn't do it (honest guv!) because I'd want to know that I'd achieved something with all my own efforts - fair and square.

Tim No, I am not into cheating and no one should ever be.

3 If you could pay £5 to be on the school team, would you do it?

Natasha They should be paying me to play on the team! Ha! Ha! Ha! Seriously though I'd just feel a fake if I had to pay my way onto a team.

Tim No I wouldn't as I like to earn my place and if I wasn't good enough to be on the team then I shouldn't be on the team.

4 If you saw someone being bullied, would you grass the bully up?

Natasha Without a doubt! I don't see that as grassing someone up - bullies are well out of order for making people's lives a misery. I would always do something about it.

Tim Definitely. It's better to make sure that kind of thing doesn't happen again than let it go on.

WE SAY **Sometimes the choices you make can be as important as the result! Fruit Shoot is a new way of drinking for a new way of thinking – but how differently do YOU think? You've heard their answers – who do you think wins game, set and match?!**

Fruit Shoot is a refreshing fruit drink from Robinsons, available in two fantastic flavours!

New Thinking – New Drinking.

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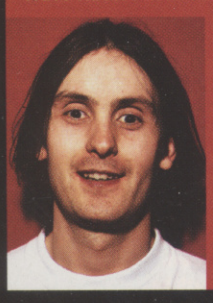
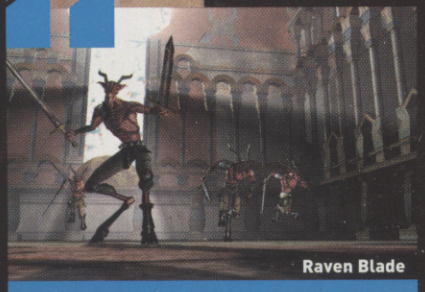
"GameCube i

Wave Race: Blue Storm

DAVID ALLEN
Owns: PS2, PSone, DC, PC, SNES
"GameCube looks unbelievable, particularly Luigi's Mansion and even Wave Race. I'm not sure what Pikmin's all about, but the graphics look impressive. MGS2 speaks for itself. With MGS2 and Gran Turismo 3, I can't see Microsoft cornering the market – Sony has already done that."





Raven Blade

HIREN DHIMAR
Owns: Game Boy, PC, N64
"Raven Blade on GameCube and WWF Raw is War on Xbox look brilliant. I'm most excited about the Nintendo stuff because it's more original and doesn't rely so much on sequels. I'll definitely get a GameCube. I'm glad it hasn't got DVD – that means it's just about the games."

Metal Gear Solid 2

JON THOMPSON
Owns: PS2, PC, GBA
"I'm really looking forward to Silent Hill 2, SmackDown! 3, Half-Life, and The Getaway. MGS2 looks unbelievable, worth hanging onto my PS2 for. But as a WWF fan, the Xbox Raw is War looks amazing. If Nintendo started to release less cartoon-looking stuff I'd be interested in GC."

is the nuts!"

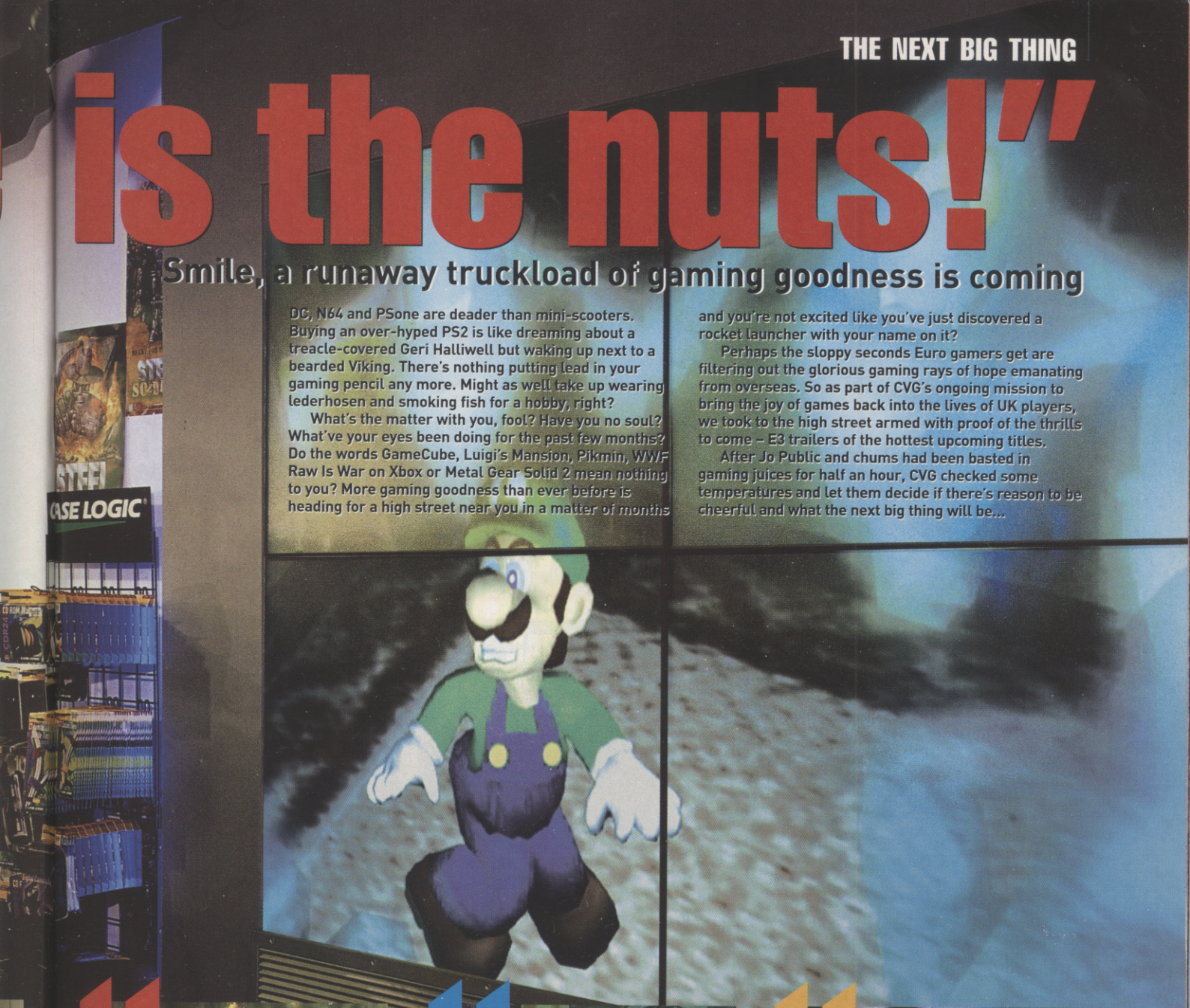
Smile, a runaway truckload of gaming goodness is coming

DC, N64 and PSone are deader than mini-scooters. Buying an over-hyped PS2 is like dreaming about a treacle-covered Geri Halliwell but waking up next to a bearded Viking. There's nothing putting lead in your gaming pencil any more. Might as well take up wearing lederhosen and smoking fish for a hobby, right?

What's the matter with you, fool? Have you no soul? What've your eyes been doing for the past few months? Do the words GameCube, Luigi's Mansion, Pikmin, WWF Raw Is War on Xbox or Metal Gear Solid 2 mean nothing to you? More gaming goodness than ever before is heading for a high street near you in a matter of months and you're not excited like you've just discovered a rocket launcher with your name on it?

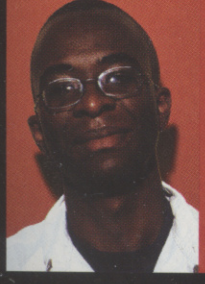
Perhaps the sloppy seconds Euro gamers get are filtering out the glorious gaming rays of hope emanating from overseas. So as part of CVG's ongoing mission to bring the joy of games back into the lives of UK players, we took to the high street armed with proof of the thrills to come – E3 trailers of the hottest upcoming titles.

After Jo Public and chums had been basted in gaming juices for half an hour, CVG checked some temperatures and let them decide if there's reason to be cheerful and what the next big thing will be...



Pikmin

ELIKEM ASSOKU
Owns: PS2, N64
"I'm really impressed with GameCube. Everything looks really slick. I'm really looking forward to the first proper Mario game. Most of the Xbox stuff I've seen I haven't been that impressed with considering what they touted. It just doesn't seem to be doing as much as they claimed it could do."

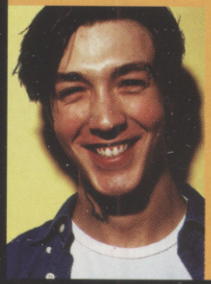


Luigi's Mansion

MITUL PATEL
Owns: PS2, PSone, Game Boy, PC, SNES
"I couldn't believe Luigi's Mansion when I saw it running. All the GBA and GameCube stuff just looks so good. I'd definitely like to get a GameCube. Metal Gear Solid 2 is all very impressive, but I've seen so much of it already it doesn't have quite the same impact as it did when it first appeared."

Super Smash Bros

ALEX MACIEIRA
Owns: N64, PSone, PC, GBC
"Stuff like Super Smash Brothers on GameCube looks good but what's really getting me excited is everything about GBA. Just look at it! £90 is a bit much, but it's going to be huge. I can't wait for Broken Sword, Final Fight and Street Fighter. I hope they bring out all the other Mario games too."



"Spider-Man S whatever a s

SPIDER-MAN 2: ENTER ELECTRO

FORMAT: **PSONE** OUT: **SEPTEMBER 21** DEVELOPER: **VICARIOUS VISIONS** PUBLISHER: **ACTIVISION**

Blimey, everything about New York City is big, even the party poppers

If you're in a hurry, just tie up any goons with a web attack, then leg it

Crawling up a building, your Spidey Sense kicks in. It's a gang of armed goons on the street below, so you leap into action and start kicking seven shades out of them.

Suddenly, a cutscene is triggered, alerting you to a crisis erupting nearby. In true Spidey style, you swing to the scene and put out a fire. With the world set to rights, you can continue with your real mission: to take down Electro and his doomsday device before it's too late.

These city-saving diversions are the sort of thing superheroes do. It makes you feel more like Spidey, and you don't need Spidey Sense to know that has to bode well for Spider-Man 2.

ARACHNOPHOBIA

Other than the obvious foe, Electro, there are a bundle of new baddies who'll test your one-on-one fighting skills to the max, including Shocker, The Lizard, Hammerhead, and Sandman. Better get practising!

Sandman can manipulate the shape and density of his body at will, but don't let that intimidate you!

Spidey leaps away sharpish with spider-like speed to avoid a painful fisting! That was close!

Take out the thug manning the machine-gun to avoid being filled with hot lead

Spidey's on the pull again in his new adventure

One-on-one with the mighty Sandman, Spidey experiences a sandstorm. Cover your eyes!

n, Spider-Man, does spider can. And some!"

Everyone's favourite sticky superhero stealthily drops in on an unsuspecting goon. Shhh!

Yet more adhesive fun sees Spidey stuck on a bridge up above the streets and houses. Make sure you're extra careful because spiders don't like water! So they must smell pretty bad then

NOODLE AND SKILLS

Spidey's second outing on PSone keeps all the best bits of the original but ramps the action up a level: more attacks, combos, new bosses and sweet interactive environments. But it's the mini-challenge diversions that stand out as you swing around the first few levels of New York.

You soon become aware that anything can – and probably will – happen. When a fire breaks out in a cafe, it's time to think quick and act quicker. There's no instructions, it's down to you to work out what to do. You spot a fire hydrant on the opposite side of the road, send a web hurtling in its direction and pull. Your spider-like strength rips the top off the hydrant and water sprays across the street and onto the blaze. Yes!

Such mini-challenges pop up throughout the game and try to catch you off guard. Each of these puzzle-based scenarios requires a rapid solution, so you'll be forced to apply your noodle and acrobatic skills against the clock.

Use your web to pull in bad guys and duff 'em up

ROOFTOP IS WHERE IT'S AT

A lot of the action is set at ground level to add variety to the locations, but when you're playing the game you'll find yourself drawn back to the rooftops because that's where the real fun is at.

Web-heads will be glad to know that all the old swinging punches, kicks and grabs are here, but a couple of special new web moves have been thrown into Spidey's repertoire too. Ice-Webbing allows you to freeze objects and enemies, then smash them into a million pieces, while Taser-Webbing is an electrical attack to stun baddies.

And as you progress, you'll get access to some cool new duds, like the Spider-Phoenix suit that makes you invulnerable, and the Insulated Armour suit for electricity immunity. A new and easy-to-use auto-aim feature allows you to lock on to baddies and objects quickly. It may seem only a minor addition, but it helps speed up the action and overall pace of the game, especially in a crisis situation or when you're taking on a boss and time is crucial.

While none of this exactly adds up to drastic changes in the Spider-Man formula, it refines it enough to make Spider-Man 2 a tenser, more immersive and fun experience.

CVG RECKONS

The blend of classic Spidey action and spangly new features should make Spider-Man 2 a sure-fire sizzler come September. Mike

MAFIA

FORMAT: **PS2/PC** OUT: **CHRISTMAS 2001** DEVELOPER: **ILLUSION SOFTWORKS** PUBLISHER: **TAKE 2**

You're a wise guy on a hit to protect the interests of Don Salieri's crime family, cruising the mean streets of Lost Heaven in a red coupe, trying not to attract the attentions of the law. The city seems so alive. You wonder just how realistic it is. You spy a granny taking a stroll. The urge to introduce a baseball bat to her head to see what happens is just too much...

Tommy to gran: "Hi gran, hope you don't mind if I just use you in a little experiment..."

STRONG ARM OF THE LAW

So you park up. She tries to leg it. She's a tough old bird and takes several blows before hitting the deck. Trembling from the effort, you look around. Damn. Didn't notice that cop. You're nicked. Game over, fool. You didn't even get near your actual mission. Lesson one – your actions have real consequences in the world of Mafia.

It's the 1930s, and you play cab driver Tommy, sucked into the underworld by chance. Pretty soon you're sporting a sharp suit and working as Salieri's bagman, enforcer and hitman.

Early missions are quite rigid so you don't get much of a chance to explore the city of Lost Heaven, but you'll instantly lap up the classic gangster flick vibe, with buildings, costumes, cars and weapons like something out of The Untouchables. Each street feels individual. Even the traffic and pedestrians behave believably.

Right from the start you want to put the city to the test, which is when you'll find yourself falling foul of the fuzz. The cops will let you get away with minor offences like running a red light, but commit too many and the heat will come down on you heavier than Jabba The Hutt after a week at a fat farm.

ALL POINTS BULLETIN ON YOUR ASS

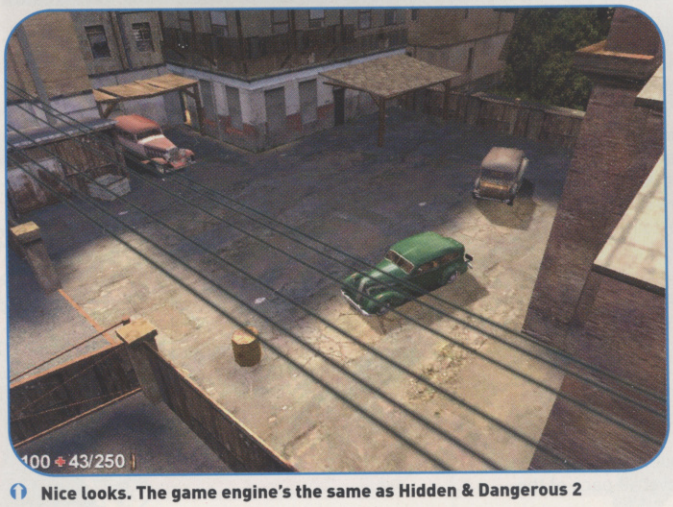
When they put an APB out on you, you've got to make like Schumacher and shake 'em off, carving crazy routes through the backstreets. Keep out of their sight for long enough and

"No, no, don't run away. This won't hurt at all. Honest"

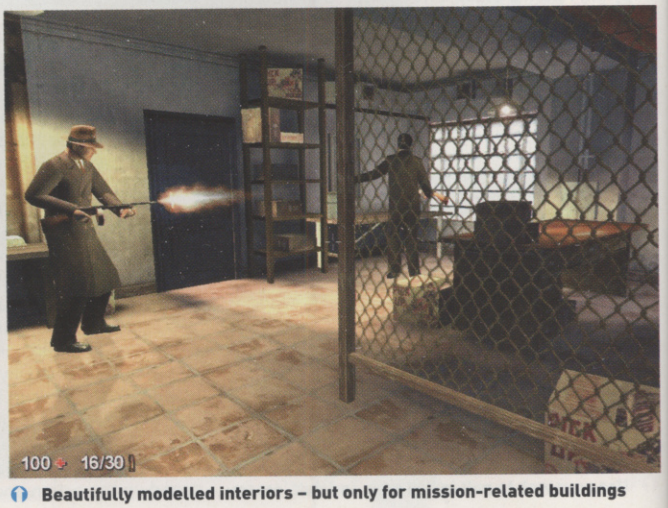
"Just hold still for a second." Old bat meets baseball bat

Tommy to witness: "Are you looking at me? Are you...?"

"You cannot resist the urge to batter a granny with a ba



Nice looks. The game engine's the same as Hidden & Dangerous 2



Beautifully modelled interiors – but only for mission-related buildings

Ooh! Target practice! Take a tommygun to the taxi and the glass flies...

...the metal dents, and tyres burst and fly off. Nice

Mafia is full of decisions to make. For example, if you can't shake the law by car, try the trains

you're safe. If they start taking pot-shots at you, don't expect health pick-ups to save your butt either – there's none of that here. And, while such detail adds to the believability of the city, all of this isn't even part of the game proper.

TELL-TALE SIGNS

Mafia has a strong storyline bolted together with cutscenes where the voice acting is on the right side of cheesy and the facial animations are pretty convincing. While there's still a lot of work to do on the main missions, what we've seen so far looks challenging.

e to viciously
a seball bat"

BROWN STUFF, MEET FAN

Take one mission where you have to assassinate a mouthy councilman. Whether you hit or miss, the report from your rifle means the brown stuff hits the fan as guards and cops point their truncheons in your direction. Do you jump from the balcony and risk breaking your legs, or leg it to a lower level and then jump? When you hit the pavement, how far away is the car parked? Can you make it in time and then shake the cops, blasting your tommygun out the window as you go?

Questions, questions – and finding the answers will involve both a fast trigger finger, stealth, tactics and, crucially, what should be a double-barrel load of fun. Just needs a horse's head for the complete Godfather experience.

CVG RECKONS

There's still plenty of work to be done, but if it manages to successfully fuse Driver, Hitman and Syndicate, we'll be playing it 'til our eyes give up and stop working. Pete

A sniper from the grassy knoll hits a rider

It may not look the most fantastic thing you've seen on PS2, but it goes like crap through a goose

Even bike-novices should get a kick out of this

"Sailing through the air at 99mph? This feels good!"

MXRIDER

FORMAT: **PLAYSTATION 2** OUT: **OCTOBER** DEVELOPER: **PARADIGM** PUBLISHER: **INFOGRAMES**

You roar up to a steep bend, flick up a gear, and scale the muddy peak in seconds. Sailing through the air, in a few moments of weightlessness you wave at the crowd and land in front of your rivals in a splash of mud and glory. There's no feeling in the world like extreme biking, and motocross sim MXrider is doing its muddy best to make it rock on PS2.

THE REAL DEAL

MXrider wants to get know-nothing bike newbies involved, but that doesn't mean hardcore MX fans should worry. The full motocross experience is there, including the American indoor sport of supercross, and trick-based freestyle events.

The version we played didn't have freestyle running, but motocross and supercross – based on official tracks – are already looking speedy and realistic. The open-air grounds are dotted with hundreds of onlookers, parked cars, hoardings and everything else you'd expect from a bike-nutter environment.

TRICK STYLE

As you plough through water-filled ruts in the ground, you spray the screen with mud. The more you wrench your bike round the courses, the more mud you'll be covered with. By the time the last bike crosses that finishing line you end up with a courseful of riders looking like so many Swamp Things.

A bit of a contrast to the realism is how you win turbo boosts. Like snowboarding classic SSX, players have to perform tricks to get extra speed. Okay, this will never be Tony Hawk's, and the tricks just aren't as exciting as skateboarding ones, but it definitely adds a welcome edge to the old 'rev, brake and turn' formula.

Master more tricks than David Blaine

No points for an air biscuit. Looks good though

CVG RECKONS

If speedy, dirt-filled racing revs your throttle, keep an eye out for our review soon – MXrider could be the best thing on two wheels. **Joff**

K-PROJECT

FORMAT: **DC, PS2** OUT: **NOVEMBER** DEVELOPER: **UNITED GAMES ARTISTS** PUBLISHER: **SEGA**

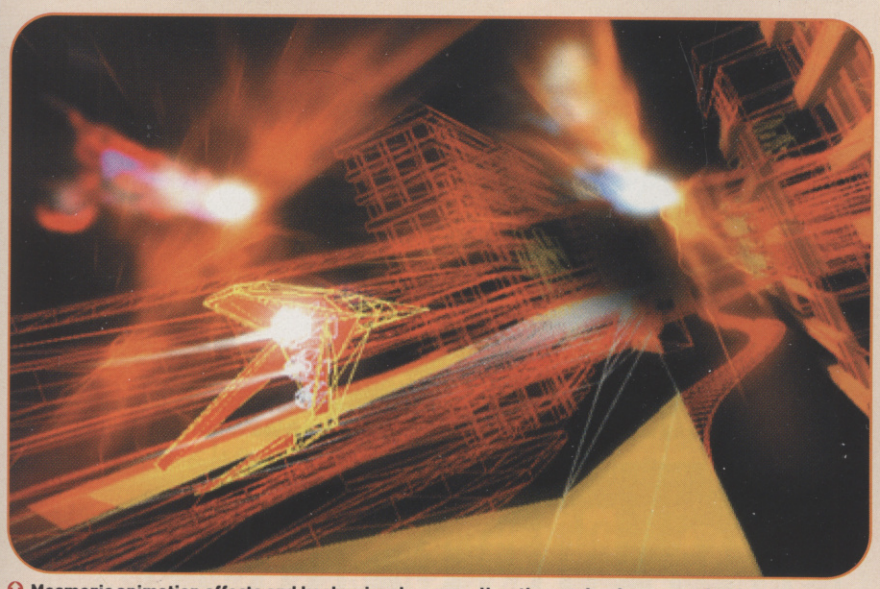
You're floating through a wireframe cyberworld, battling a super-virus and blasting mechanical digital nasties, your craft throbbing to melodies that you're creating even as you kill. Sounds mad? It is: K-Project looks, feels and sounds like no other game around at the moment.

HYPNOTIC AND HARDCORE

It's a trippy techno-beat shooter, but not a rhythm-action game. It's a Starfighter-style shoot 'em up. It's sci-fi cyber classic Tron meets The Lawnmower Man – with music.

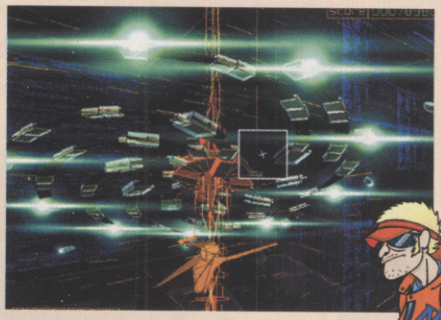
A simple hardcore beat thumps in the background, and hitting enemies creates a harmonious sound. Locking on and attacking loads at once gives you a musical sequence.

Kill loads and you get overlapping layers of sound creating your own musical score, which intensifies with the action – it feels so natural you only really notice it when the action dies down. But making the music doesn't even affect how well you do in the game. It just fuses with the gameplay, making the wireframe world feel retro cool instead of half-finished. A unique and hypnotic experience. We like.



Mesmeric animation effects and kooky visuals – as well as the music – keep you glued to the screen

The first boss throws digital tendrils your way



CVG RECKONS

The shooter element is fun, but it's the music creation that gives K-Project the hallmarks of a cult classic. Mike

AGE OF EMPIRES 2: THE AGE OF KINGS

FORMAT: **PS2** OUT: **OCTOBER** DEVELOPER: **KONAMI** PUBLISHER: **KONAMI**

It's the Middle Ages, and you're in command of one of several races of crusty-looking people (you know the types: don't wash much), each with their own unique weapons, troops and buildings. At first you have just a handful of villagers, a smattering of supplies and nothing but barren earth to live off. Eventually you will rule a thriving city, legions of troops and, naturally, other nations trying to get a piece of it. Let battle commence!

AOE2 is a strategy game, but one where simply having a vast army isn't always the key to success. As the game advances, new technologies both in terms of weapons and city improvements become available. Try charging a group of knights while armed with wooden clubs and you're worm food.

All the signs are that the game will be exactly like the PC version, and if any tactic 'em up can do well on PS2, this is it. Any rate, it's got to be better than Kessen.

Real-time strategy for the PS2: looking tasty

Even without a mouse, controls are a breeze

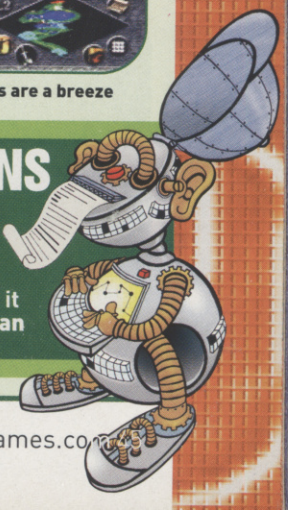
Build up your armies and go to war with neighbouring races

Watch out for invasions

Er, come on, lads, fight fair

CVG RECKONS

Graphically its age shows, but gameplay wise it should be just as great as on PC. Will it sell on PS2 though? Dan



DAVE MIRRA FREESTYLE BMX 2

FORMAT: **PS2** OUT: **SEPTEMBER** DEVELOPER: **ACCLAIM STUDIOS** PUBLISHER: **ACCLAIM**

You're shooting up the half-pipe, hurtling skywards, twisting your bike until it's parallel with the ground to pull a Turndown for fat points. But you're so busy ogling the way your body contorts in mid-air to pull the trick off, you lose your concentration and bail.

Your rider kisses concrete and blood spatters across the ground. It doesn't matter though, because your guy gets up and he's ready to risk life and limb again within seconds.

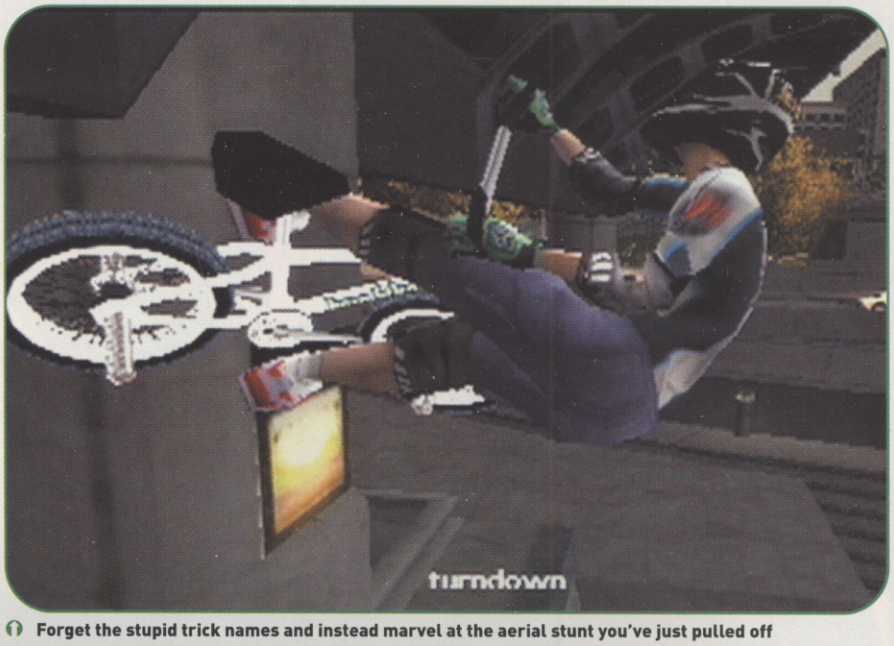
Thing is, the bikers look just as good crashing to the ground as they do pulling off spectacular stunts, and the detail of the skeletal animation is one of the first things you'll notice playing Mirra 2. Pulling tricks and combos looks fluid and realistic because your biker's body is so flexible – he can even move his wrist joints and ankles, which luckily means he also looks great when he accidentally grinds his knackers.

But while this extra punch in the lucious eye-candy department is nice, what really counts is the gameworld and core gameplay.

RAMMED FULL

As before, figuring out just which stunts it's possible to pull off and from which obstacles is what the game's all about. But, to try and escape the shadow Mat Hoffman cast over the PSone original, Mirra 2 rams even more interactive objects and trick opportunities into the landscape. This means more benches to grind, more lanterns to smash and more half-pipes to launch yourself off, enabling you to pull off extreme stunt combos using the game's unique modifier button. In short, it's a much more intense experience.

Mirra 2 also has more of an urban feel to the action and the streets have a busy, buzzin' feel. What's also new is other bikers who, if you stop to have a chat with, often give you fresh challenges to beat to clear that stage. Bit like quests, really.



Forget the stupid trick names and instead marvel at the aerial stunt you've just pulled off

"More realistic. More intense. More face-mashing. Cool"

A fellow biker boy – the 'X' on screen means you can't talk to him until he's finished his trickin'

Easy does it. Not even the top of this ornate entrance sign is safe from your crazy grinding

Successfully pulling off a Superman will win you big kudos. Failing will pain you up big time

Back flips are cool but this guy looks a little too low to the ground to pull it off. Grazed helmets ahoy

CVG RECKONS

It'll take a while to suss the handling before you can trick it like a real pro. But will Mirra 2 suffer from the first game's knuckle-gnashingly steep learning curve? Let's hope not, eh? **Lee**

THIS IS THE JOURNAL OF KIT SCOTT ESQ, ADVENTURER AND EXPLORER, AGED 10 2/3

I landed the Juicechopper on the other side of the canyon and, following Loreth's instructions began to trudge east in search of a ruined castle. I discovered it in the clearing of a wood of black dead trees just as the two suns were beginning to set, and was very relieved to slam the heavy iron door behind me.

I had just settled down to sleep when I heard footsteps. I span around, but there was no-one there. Then a shaft of moonlight fell upon a piano in the corner.

Gradually a hand print appeared in the dust. Like the one on my cheek when Lucy Pritchard discovered I was going out with her best friend.

I heard a voice muttering to itself, but could only catch a few words, "...key... Rowntree.." I strained my ears to hear more; "... hidden 'til it rusts to dust." There was a grating, like a stone being removed. So, a clue to the Rowntree was hidden behind a stone in this room. But there were thousands! I tried to hear where the footsteps were coming from, but they echoed confusingly off every wall. If the floor had been as dusty as the piano, I could have traced the footprints, but the ferocious wind whistling under the door had blown it all away. I sat down to think, biting into a Bursting Bug and watching its blood-red guts ooze out onto the flagstones. How could I find out where he had hidden that key? Visit me at www.helpkit.co.uk and leave your answer. Then I'll contact you.

DAY 24 THE FAR SIDE OF NEEDLE CANYON.

HOW TO START AND REFUEL THE JUICECHOPPER

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ESCAPE FROM MONKEY ISLAND

FORMAT: **PS2** OUT: **JUNE 29** DEVELOPER: **LUCASARTS** PUBLISHER: **LUCASARTS**

Guybrush pleases the crowd with his Punch and Judy show. The madness is very real on Monkey Island

No matter how low-down and dirty it may be, insulting people is one of life's little pleasures. Escape from Monkey Island gives you the chance to lay on the verbal pain, free from the fear of burly men breaking your face after you've asked them if they're suffering from elephantiasis of the ugly gland.

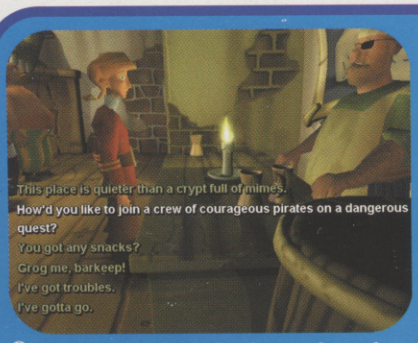
Encounters that would in any other action game play out with explosions and tests of button-mashing strength, here take the form of vicious slanging matches. Your rival disses you, then you choose the most scathing response to cut him down to size. What other PS2 game gives you the chance to pound your opponents by telling them they smell worse than a diarrhoeal baboon's ringpiece?

GO ON, MAKE ME LAUGH

You've probably already guessed Monkey Island isn't your standard action game and hopefully you'll be as excited about it as we are. Playing games that try to be funny is normally about as entertaining as being strapped to the sofa with only Chuckle Brothers re-runs on the TV, but Monkey Island is the exception.

The humour works well because it's all so off-beat. There are loads of movie and toon references in there, like Homer Simpson-style 'Mmm's, as well as in-jokes for fans of the earlier games that appeared on PC. The

"More colourful than Jo
funnier than that Posh &B



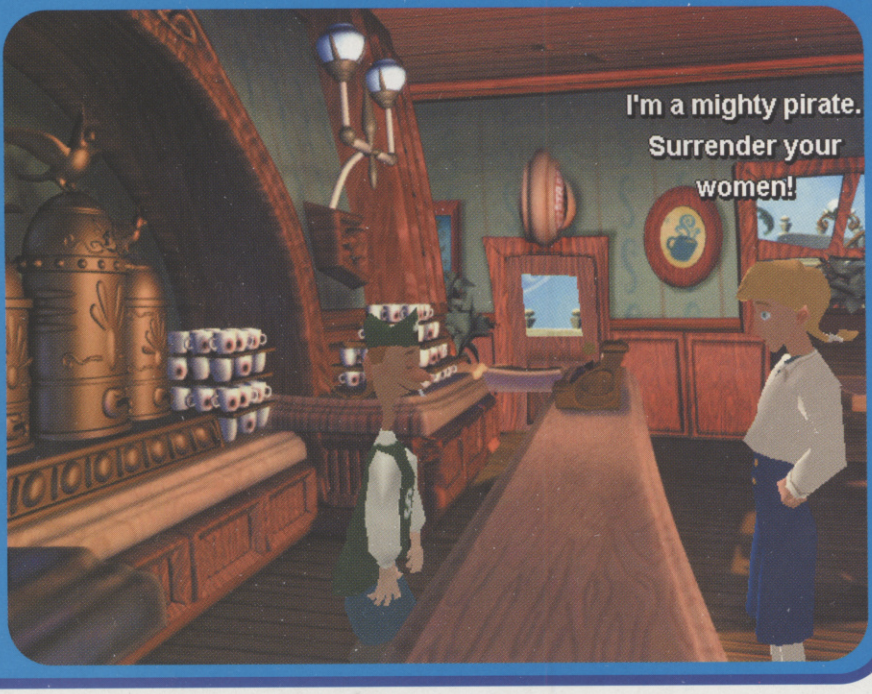
You're rarely short of options to choose from

TALK IS CHEAP

There's stacks of top-quality dialogue in Monkey Island and the voice acting is spot-on. Conversations can be lengthy though, and teasing the next clue from the misfit you're chatting with isn't for impatient adventurers.

The good thing is that the twisted humour that appears throughout the game is even funnier in these dialogue scenes, and you won't mind hanging around to listen to what the natives have to say. Just remember, you'll need all the info you can get.

Yes, of course you are. Take my gran. Monkey Island tries to be funny – and actually succeeds



Escape from Monkey Island not only has loads of gags and humour throughout, but it looks stonking, too, using more bright colours than Pauline Fowler's hair

rdan's knicker drawer, & Becks Ali G interview"

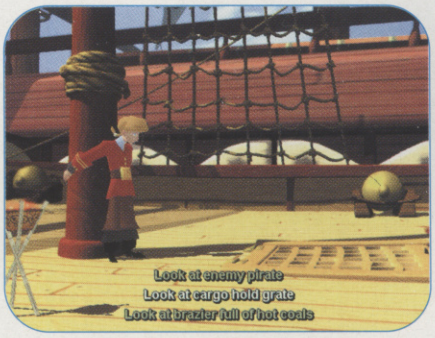
in-game funnies aren't just tacked onto the game either, the puzzles are suitably twisted and you'll have to think in a totally new, more skewed way to solve them.

A NEW ERA OF THREEPWOOD

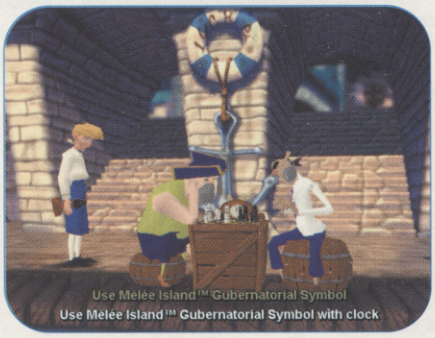
The previous Monkey games appeared on PC and were hailed as classics for their pointy, clicky puzzles. Now the series has made the switch to 3D and it works a treat. You move our hero, Guybrush Threepwood, around the screens like in Final Fantasy. Whenever you're near an important object or person to talk to, a set of options appears at the bottom of the screen. Depending on the situation you're in and the items you've got in your grubby mitts, the options available will differ. It's an unusual mix of running about looking for clues and solving text-based puzzles, and totally unique to PS2.

BRAIN-POPPING PUZZLES

As funny as the insult fighting is, it's the puzzles that really bowl you over. They're logical but evil, and it's a credit to the atmosphere and polish of the game that you'll want to keep trying to solve the tricky sections despite being stuck for days. Items can be combined, customised and generally mucked about with, giving players a scary amount of freedom. Don't let Guybrush's floppy hair and the lack of shooting action fool you, Escape from Monkey Island looks set to be one of PS2's most enjoyable adventures to date.

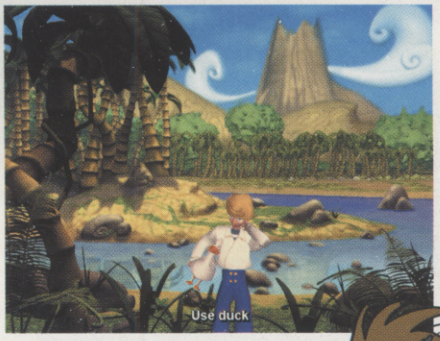


The R1 and R2 buttons cycle through options



Things like these 'Gubernatorial Symbols' all make total sense when you play the game. Honest

Use Duck? What'd the RSPCA say about that?

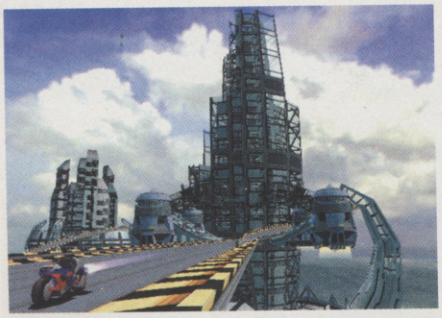


CVG RECKONS

Action-crazed PS2 goons are going to run a mile from this, but they'll be missing one of the smartest and funniest adventure games likely to hit their system in ages. Lee

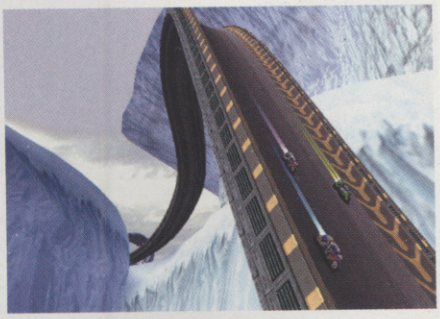
"Feel the Gs, win the race, lose your lunch"

Time for blast off – and that's just your bike



Trackside features like this icy cavern are gorgeous and almost worth slowing down to look at

There's no time to figure out which way is up!



EXTREME-G3

FORMAT: **PS2** OUT: **AUTUMN** DEVELOPER: **ACCLAIM STUDIOS** PUBLISHER: **ACCLAIM**

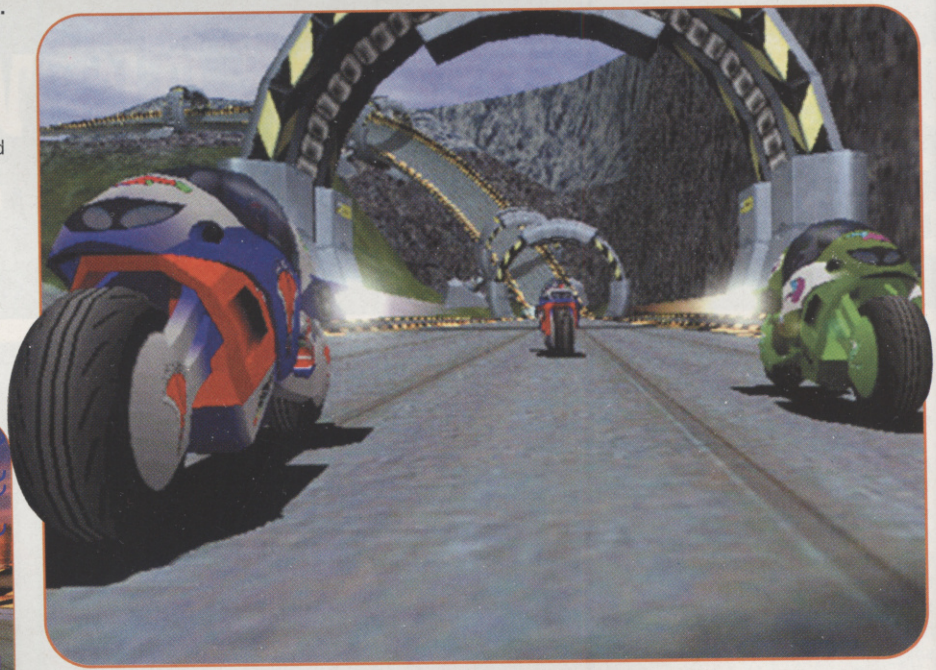
You can almost feel your face imploding from the force of gravity as your bike dives into an insane loop-the-loop. Your hands rumble from the Dual Shock as you hit boost, and you're steering like a loon and cussing the sensitive handling, desperately trying to cling to the track.

RIDE OF YOUR LIFE

You make it, but there's no time for relief – the whole track's just as crazy and the map resembles the tangled entrails of a gutted cow. And as if merely surviving the tracks wasn't hard enough, you've got to do it fast enough to win money to progress. Against opposition who are hell-bent on taking your ass down.

Not content to just use their turbo-charged, titanium-alloy super-bikes to ram you into oblivion, they're armed with rocket launchers and mines, which means the closer to the front of the pack you get, the tougher the tracks get.

Fortunately, you're armed to the teeth too, but you'll never earn enough cash to buy the cooler weapons, better engines and even madder tracks unless you win.



Check out the way the course arcs behind the bikers in the foreground – mint!

Streamers from the bikes show the team colour

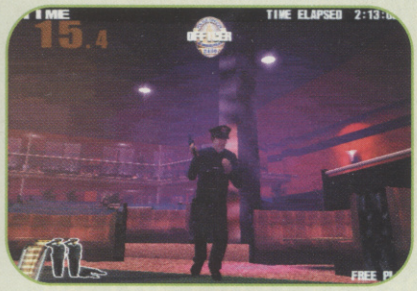
Road-forking hell in a lovely woodland setting

Extreme-G3 is the third in the series that, while competent enough for N64, was destined to suck up the dust of pack leaders like Wipeout in the top racers' Hall of Fame. Crammed full of neon signs, natural-looking forests, arctic wastes, massive Blade Runner-style tower blocks, fancy exhaust effects and trackside detail, this latest installment will certainly keep graphic tarts happy. It's also blessedly free of pop-up or fogging, but the code we're playing is far from finished. Crucial gameplay fine-tuning is still underway and they're looking into the handling, so we'll have to wait and see if it all pulls together into a Wipeout-beater.

CVG RECKONS

Fancy presentation, fruit-loop courses and a great feeling of speed – something would have to go very wrong for this to end up as less than a halfway decent future-racer. Lee

Better find cover before the action continues



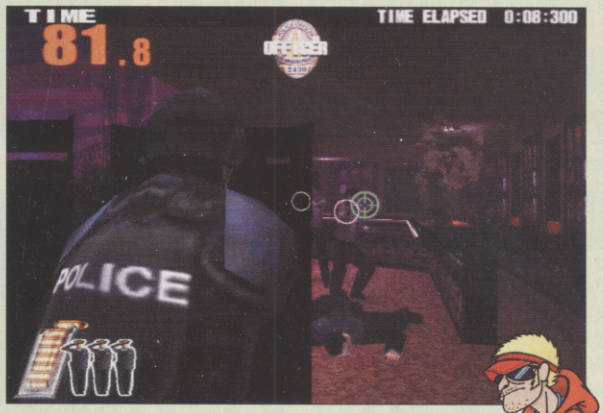
POLICE 24/7

FORMAT: **PS2** OUT: **NOVEMBER** DEVELOPER: **KONAMI** PUBLISHER: **KONAMI**

Dish out some 9mm justice

Take cover below the bar

Duck behind some fellow officers holding bulletproof shields



You're an LA street cop in a nightclub raid to take down mobsters. A firefight kicks off, but something seriously weird happens. Bullets come at you so slowly you can dodge them, Matrix-style. A cool idea for sure, but there's already a slight hitch. You don't move in a cool, cinematic way. Instead you feel like you're moving through treacle, and that takes the edge off the action.

The problem is a simple one. Take a class arcade shooter with gameplay based around an expensive piece of motion-detection kit, then convert it to PlayStation 2 with a special peripheral. But here's the crappy bit: it gets released in Europe without said peripheral. The result is a conversion that lacks the novelty value and overall point of the original experience totally sucked you in so you soon forgave the fact that your pathetic, clumsy stumblings off-screen made you faster than the speed of a bullet on-screen.

SPEED OF A BULLET

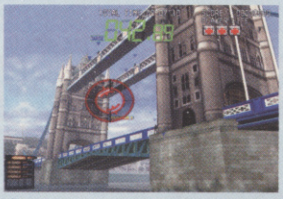
The Police 911 arcade machines contained a nifty little camera that translated your real-life movements into the game, so you had to physically duck to hide behind objects and evade the oncoming fire on-screen. The

But on PS2, you use your left joypad stick to duck into cover and the right to aim, making movement feel less fluid and the slow-motion bullet-dodging action just downright peculiar. Without the motion sensor, playing Police 24/7 is like staring down the twin barrels of a shotgun loaded with special disappointment bullets. So come on Konami, let us Brits have a real taste of the arcade in our armchairs.

CVG RECKONS

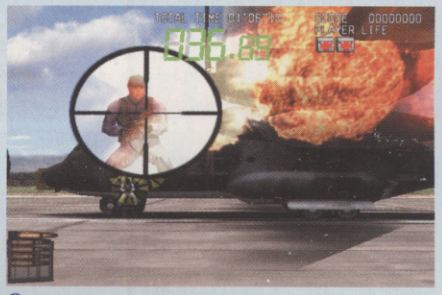
Compatibility with a third-party lightgun has been confirmed but the gameplay just doesn't feel that slick without a motion sensor camera. Mike

The first boss is a total nutter, and even lobs civilians at you

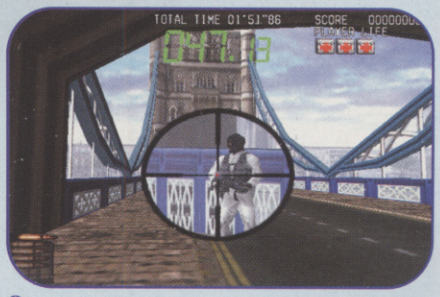


Perfect shooting the bad guys

Shoot grenades that fly at you



You'll need a steady hand to get the kills



The enemies are sitting ducks early in the game

SILENT SCOPE 2: DARK SILHOUETTE

FORMAT: **PS2** OUT: **NOVEMBER** DEVELOPER: **KONAMI** PUBLISHER: **KONAMI**

You frantically hammer L1, scoping in and out of the cityscape, hunting the lone sniper. Seconds tick by. Tension mounts. Your mate's doing the same, but he's searching for you, like Ed Harris and Jude Law in Enemy at the Gates.

SNIPER RIFLES AT DAWN

You spot him on a ferris wheel. You ram your left analogue stick across to pinpoint his head. Blam! A bullet shatters your screen. Too late. Your head pops like a ripe tomato and it's one-nil to your mate. Damn!

The original Silent Scope was sweet but short, and it only featured a one-player mode. Now you can i-Link PS2s and play co-op or duel. The one-on-one's less action-packed but a tenser experience than one-player, but you'll need two copies of the game, two TVs and two PS2s. Go solo and you're in the thick of the action in seconds, zooming in on targets, aiming for the head to get extra bonus points.

There are two snipers on offer, which affects the angle you shoot from. The sniper you're not playing as appears in the level, but doesn't affect your game, which is a bit of a shame.

CVG RECKONS

Two-player's good for a quick blast, but the solo story mode plays the same as the first installment. Alex

Meccaryn: only the basic gun has infinite ammo

Sea Reaper: make her turn and it's nork city

Kabuto: simply jump on anything in your way

She uses spells and arrows to clear a path

GIANTS: CITIZEN KABUTO

FORMAT: **PS2** OUT: **OCTOBER** DEVELOPER: **DIGITAL MAYHEM** PUBLISHER: **INTERPLAY**

Normally a shapely honey running around killing stuff wouldn't raise an eyebrow. But choose to play as the Sea Reapers in Giants and, perv or not, your eyeballs are stuck to the screen checking you're seeing it right.

Yup, she's actually topless, she's getting a serious workout and you can almost see the sweat running down her cleavage. Definitely not an everyday occurrence in a console game. Down boy.

ACTION AND FACTIONS

Just because the Sea Reapers run about in less clothes than Jennifer Lopez at an awards show, don't get too distracted. Milliseconds after you begin exploring the massive 3D levels, you're catapulted into a non-stop bombardment of action that demands your full attention. Three races are locked in a struggle for world domination, and depending on which race you pick, you approach this action differently.

"Cleavage and constant carnage? Gimme some!"

The Kabuto were actually created by the Sea Reapers to defend them, but went on the rampage instead

Sea Reapers let you pick off targets at a distance or use spells. The exo-suited Meccaryn have dozens of weapons to get up close and personal and a jetpack to fire down on groups of monsters. Unlock the Kabuto and you stomp everything with moves reminiscent of the WWF.

It's not all mindless running round the detailed environments, using your character's strengths to twat rival races. You'll get missions with objectives like slaughtering a certain type of native creature and picking up the carcasses for food, rescuing people or finding objects. But for all these attempts to add variety, one feature remains constant – action. And the onslaught is so relentless that, especially when spread over big environments, it can almost be a bit too daunting.

CVG RECKONS

Three different races needing three different approaches – it's almost three games in one. Quake meets Tomb Raider, without the boring puzzles? Just maybe... Les

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PlayStation
Microsoft
XBOX
Dreamcast

WHY THE HELL IS XBOX SO BIG?

Everything is getting smaller, right? So, why is Xbox built like a brick s**thouse?

What's that pounding? Are there ripples in your drink? Maybe it's just the power trying to come back on. Where's the goat?! Brace yourself, because on November 8th, Xbox is released in the US. And Microsoft intend on making a big impression. A crater in fact, the size of a dinosaur footprint. Gates, you've built one chunky momma. She's so fat, when we leave her around the house, we're going to have to leave her AROUND the house.

WORDS
Tom Guise
ILLUSTRATION
Nishant Choksi

cube. Fact is, volume-wise, Xbox is nearly twice the size of PS2 and almost three times that of GameCube. So, if you intend to buy one, you'd better start knocking through an extension to your bedroom now.

SO FAT SHE'S GOT HER OWN POSTCODE

As they said on the Godzilla poster, size does matter. Certainly in the world of games. Big numbers mean more power, speed, polygons per second... But physical proportions are a different matter. When it comes to technology, smaller is normally superior. But first, let's size things up against the competition...

Lying flat, PS2 is wider than the original grey PlayStation. And Nintendo's upcoming GameCube is the narrowest of all. Xbox is well over double that, beating all-comers. We're talking video recorder proportions here.

SO FAT SHE GIVES THE HOUSE STRETCH MARKS

From front-to-back, old-style PlayStation and PS2 consoles are 18cms. GameCube shaves 2cms off that, but the Xbox is a humongous 27cm. Deeper than even Dirk Diggler can delve.

Height is a closer call. Xbox is only a centimetre taller than PS2. And GameCube tops both. But Nintendo's machine is, after all, a

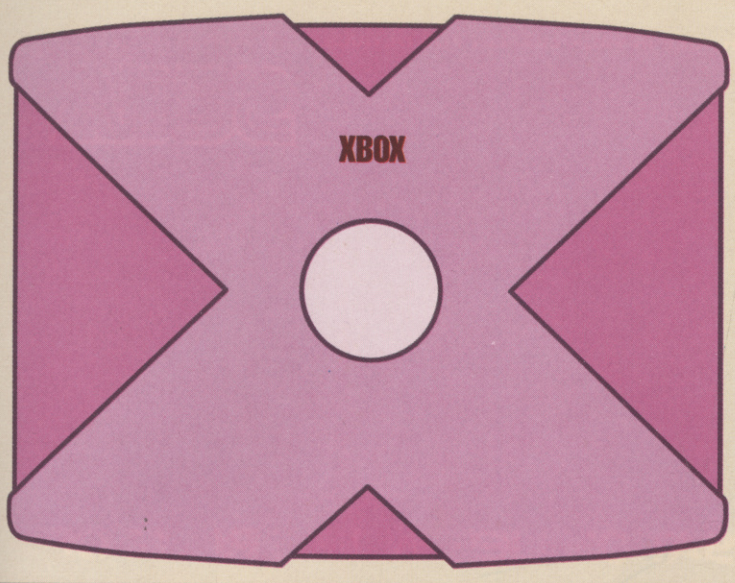
SO FAT THE ANIMALS AT THE ZOO FEED HER

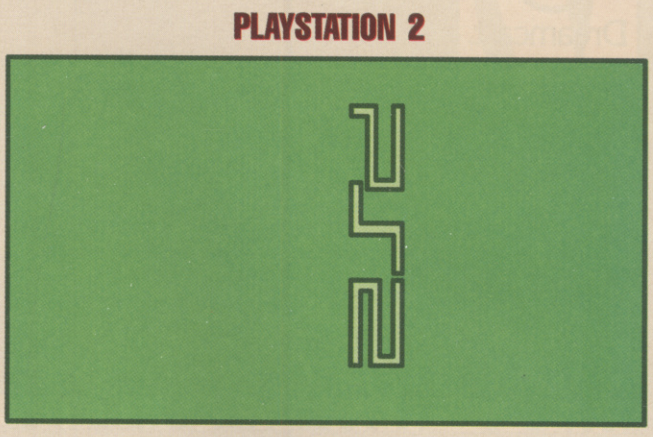
Why so bulky? Is it sheer power? Xbox is easily the most pumped machine. It has a faster CPU, faster graphics processor, and can generate twice as many polygons as PS2. "It's three times more powerful than any next-gen console," says Paul Fox, head of Xbox European marketing. "And only 20 per cent bigger."

There is, of course, the eight gigabyte hard drive. Xbox is the first console to have a permanent storage disk. Could that be a reason? "Yes, it makes it larger. A bit," says Caspar Field of Argonaut Games, developers of Xbox ber-title, Malice. But is it jam-packed with gadgetry or just full of hot air? "The power supply is twice the size of Dreamcast's," says Fox. This supports claims that the console is heavier than any other, and fits explanations that the size is needed for 'cooling'. So definitely not full of hot air. A cool breeze, perhaps?

SO FAT THE SCALES SAY 'TO BE CONTINUED'

Let's face it, if Sony can build VAIO laptops as thin as an exercise book, Microsoft could have made their console a tad smaller than a barbecue. So, is it intentional? They researched a whopping 5,000 gamers across the USA, Europe and Japan, visiting 130 homes to see how people play games. Feedback told them jet





fighters, Ferraris, motorbikes and loud stereos were seen as symbols of extreme power. Staggering!

But the look of Xbox is the work of one man, Horace Luke, who previously created footwear for Nike. "When gamers see the Xbox, I want them to think of the loudest car stereo they've ever heard," he explains. "So powerful it shakes the windows of their home." Even the green jewel on top is designed to be like 'a porthole to a furnace or nuclear submarine.' "You can see the fire inside burning," boasts Luke, even though it doesn't glow. Or as Xbox's general manager J Allard describes it, the jewel symbolises a rave in a nuclear power generator. Pukka!

As you can see from the scale drawings above, the massive Xbox is set to dwarf its competition

"Fact is, volume-wise, Xbox is nearly twice the size of PlayStation 2 and almost three times that of GameCube. So, if you intend to buy one, you'd better start knocking through an extension to your bedroom now"

SO FAT SHE HAS A WOODEN LEG WITH A KICKSTAND

So, big is power. A style thing? We sought some professional opinions. "It looks like something you'd find at a car boot sale," says Ian Anderson, co-founder of The Designer's Republic, who created the futuristic logos in the WipEout games. "Something you'd sit Batman in and fly it around the room." Nothing like a car sound system? "It's like when you see midi systems. They look okay, but touch them and they're plasticky," continues Anderson. "If it was metal it'd still be too big, but at least it would feel solid." What about the feeling of power? "It's like an old computer," he explains. "They come in a massive box, but when you switch them on they don't do anything. The Japanese might like it for being retro. In the US, I don't know. Maybe, they still go for big steroes, beat boxes, big cars..."

Our next stop was Cyberdog, the futuristic clubwear label. Their stores in London's Convent Garden and Camden are filled with techno-styled clothing and space-age gadgetry. "I liked the original silver X version much better" says co-owner Spiros Vlahos, a fan of Microsoft's early prototype. "It was quite spacey. The black looks cheap. I'd want it to be transparent or frosted." In fact, the Xbox development kits come in see-through cases. "I can't think why they done it so big though," he despairs. "It won't appeal to kids or clubbers. It's more for technophiles. Maybe it will appeal to Americans, but not the Japanese. I think European taste is closer to the Japanese."

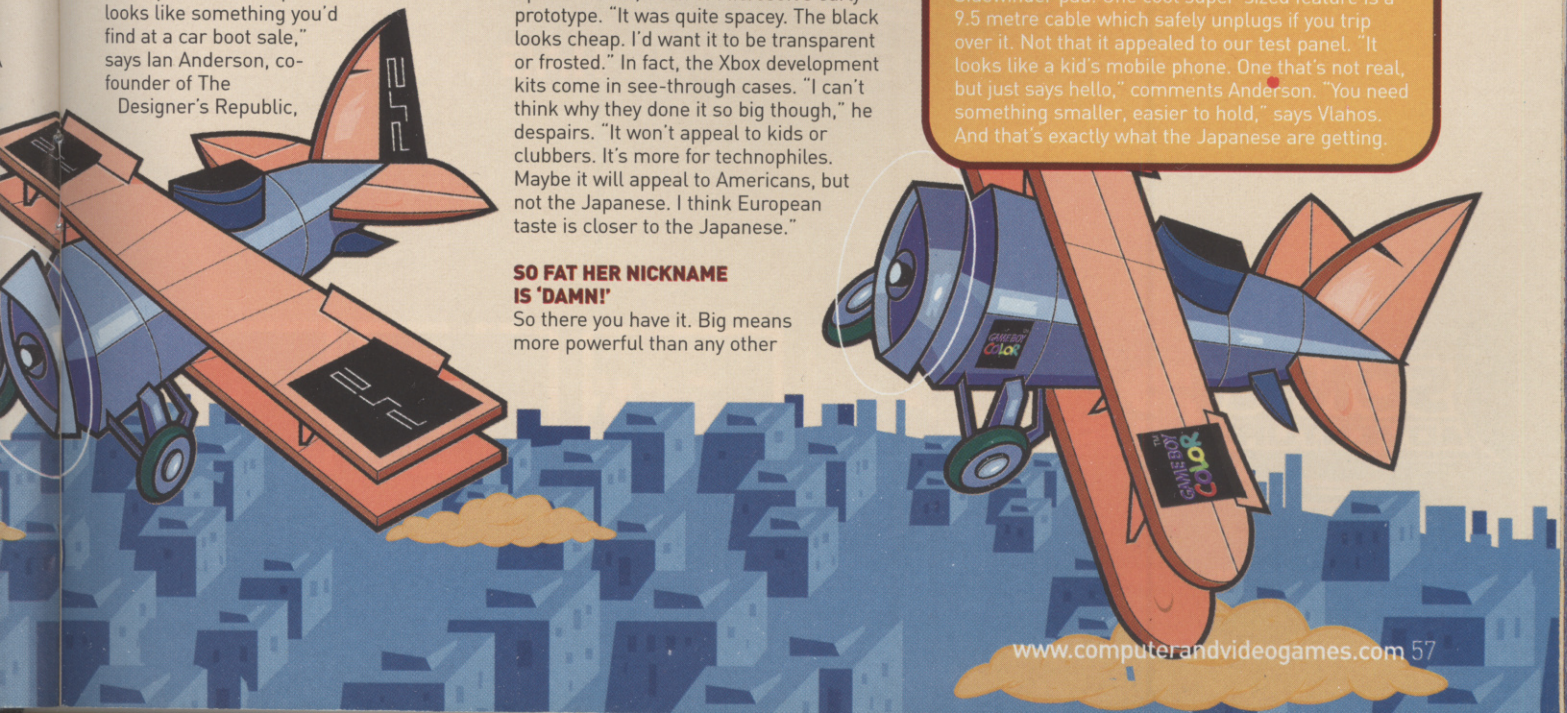
SO FAT HER NICKNAME IS 'DAMN!'

So there you have it. Big means more powerful than any other machine. Big means it looks like an atomic generator. Big means Batman can use it for flying around. And Big means the Japanese won't like it. Or maybe they will. At the end of the day though, it's whether you like it. And whether you've got a small shed to keep it in. But most of all, it's the games that count and if they stink that'll be a different matter. 'Cos there's nothing worse than a fat bloke who smells...

Xbox is launched in the UK on March 15

HAND SPAN

The Xbox controller is also huge, not much smaller than a remodelled PSone. Microsoft tested 34 versions, coming up with this variation of their Sidewinder pad. One cool super-sized feature is a 9.5 metre cable which safely unplugs if you trip over it. Not that it appealed to our test panel. "It looks like a kid's mobile phone. One that's not real, but just says hello," comments Anderson. "You need something smaller, easier to hold," says Vlahos. And that's exactly what the Japanese are getting.



Dreamcast.

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FREEPLAY

WANNA SEE MY PUPPIES?

No? Okay, what about some of the coolest tips and cheats around, including red-hot codes that let you play around with machine-guns and grenades in the Metal Gear Solid 2 demo? Ahh, now you're interested.

There's also the chance to have your say in Hunter's Mailbag, and if there's something about your console you particularly hate, let us know what it is and we'll smash it up. Y'see, you can always rely on good old CVG.

'Til next time...

Do you want your 15 minutes of fame in CVG's Freeplay? Then get your high scores, challenges and opinions to us now! Write to: Freeplay, CVG, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. Or email us at: mailbag.cvg@dennis.co.uk

YOUR SHOUT

Got something to say about games we've reviewed? Totally agree or violently disagree? Then feed us your spleen in 100 words or less. Include a score (out of ten), your details and maybe a picture of yourself. Or email us at mailbag.cvg@dennis.co.uk

ONIMUSHA: WARLORDS
Format: PS2
Reviewed: Issue 235
Score: 4/5

WHAT WE SAID:
"An excellent PS2 adventure with lavish presentation and an immense orchestral score... an advance on the Res Evil series."

YOU RECKON:
"I loved it so much I'm doing it all over again. The atmosphere is amazing, and the action is awesome. Up there with Code: Veronica. Love it. 9/10!" **Peter Sawyer, via email**

"Running around slicing and dicing with a big fat sword is the coolest feeling and the story and puzzles are wicked too. It should have got the top score." **Duncan Gates, via email**

Z.O.E.
Format: PS2
Reviewed: Issue 233
Score: 4/5

WHAT WE SAID:
"It's one of the fastest blasters around and has some spectacular special effects... it's extremely intense and you will really be on the edge of your seat for the few hours it takes to reach the end."

YOU RECKON:
"Giant Robots! Wow! But I was disappointed that it's so easy to complete. I expected more for my cash. I got it with the Metal Gear 2 demo which is awesome and deserves 10 out of 10. But Z.O.E. itself deserves 7 out of 10 'cos it's so short." **Jacob Croxford via email**

"I bought Z.O.E. for the Metal Gear 2 demo, but Z.O.E. blew me away! It looks great and the fights are monumental, but I finished it in an evening, so it gets 8 out of 10." **Pete Taylor via email**

CHART ATTACK

CVG
What's turning us on

1	Gran Turismo 3 (PS2)
2	ISS Pro Evolution 3 (PS2)
3	Tony Hawk's 2 (GBA)
4	Sonic Adventure 2 (DC)
5	Red Faction (PS2)
6	Zelda: Oracle Of Seasons (GBC)
7	Castlevania (GBA)
8	Metal Gear Solid 2 Demo (PS2)
9	Konami Krazy Races (GBA)
10	City Crisis (PS2)

READER
From Chris Saint, age 15

1	Red Faction (PS2)
2	Tony Hawk's 2 (GBA)
3	Metal Gear Solid 2 Demo (PS2)
4	Shenmue (DC)
5	Castlevania (GBA)
6	Virtua Tennis (DC)
7	Perfect Dark (N64)
8	Pokemon Silver (GBC)
9	WWF Smackdown! 2 (PSone)
10	Final Fantasy IX (PSone)

BEST SELLERS
Where your cash has been going

1	Pokemon Gold (GBC)
2	Pokemon Silver (GBC)
3	Simpsons Wrestling (PS2)
4	Black & White (PC)
5	Formula One 2001 (PS2)
6	Theme Park World (PC)
7	The Sims: House Party (PC)
8	Rugrats in Paris (PSone)
9	Alone in the Dark 4 (PSone)
10	Rayman (PSone)

BEAT 'EM UPS
The best bone-breakers around

1	Soul Calibur (DC)
2	Capcom Vs SNK (DC)
3	Tekken 3 (PSone)
4	Virtua Fighter 2 (Saturn)
5	Dead or Alive 2 (PS2)
6	Marvel Vs Capcom 2 (DC)
7	Powerstone (DC)
8	Street Fighter Alpha 2 (ARC)
9	Tekken Tag Tournament (PS2)
10	Street Fighter II Turbo (SNES)

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HUNTER'S MAILBAG

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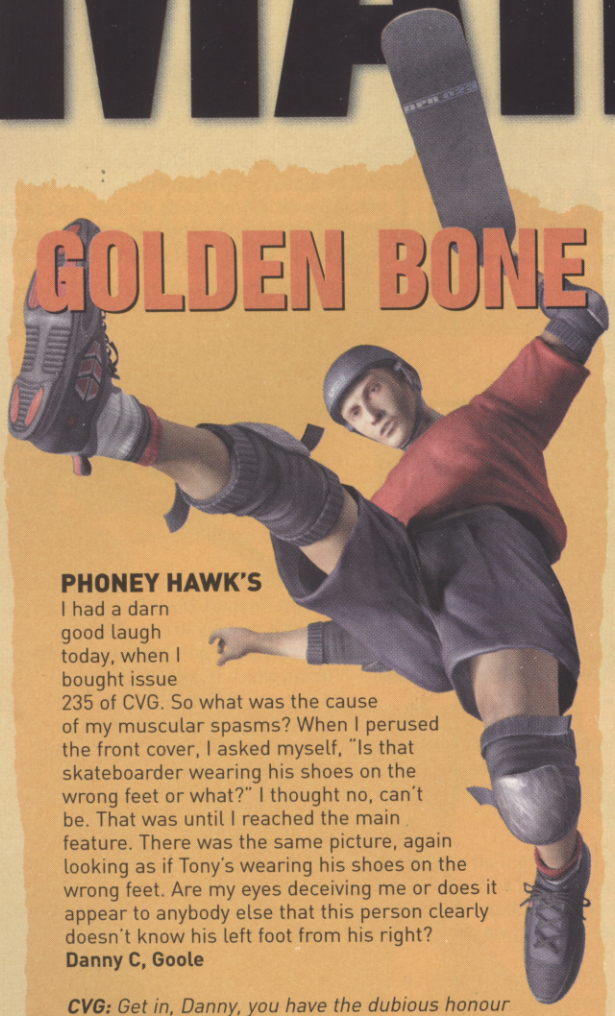
GOLDEN BONE



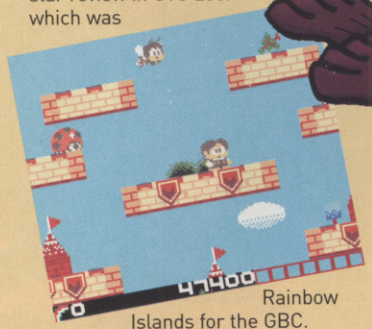
PHONEY HAWK'S

I had a darn good laugh today, when I bought issue 235 of CVG. So what was the cause of my muscular spasms? When I perused the front cover, I asked myself, "Is that skateboarder wearing his shoes on the wrong feet or what?" I thought no, can't be. That was until I reached the main feature. There was the same picture, again looking as if Tony's wearing his shoes on the wrong feet. Are my eyes deceiving me or does it appear to anybody else that this person clearly doesn't know his left foot from his right?
Danny C, Goole

CVG: *Get in, Danny, you have the dubious honour of being the very first CVGeezer to spot ol' Tone's got a touch of the old athlete's foot. The thing is, the problem's not some nasty mould growing between his toes, but his shoes, which really are on the wrong feet. How else can the man possibly pull off ridiculous 900° tricks without breaking a sweat (or all his bones for that matter)? And he's not on his own, either; apparently The Rock's left eye socket is, in fact, a Dobermann's sphincter, which explains why he can't see properly out of that eye. Bizarre, and maybe even true. You never know...*

TIGHT-FISTED CVG?

I noticed there was only one five-star review in CVG 235. which was



Rainbow Islands for the GBC. What's happening? Are you guys not finding games interesting any more or are they making crud games?
Jack Bentley, Staffs.

CVG: *We're only telling it how it is, Jack. We just can't stand all the average games swamping the shelves at the moment. Virtual Kasparov? Oh please. We'd rather cut the skin off our fingers and have a marathon Track & Field sesh using a vinegar-coated pad. But there's some great stuff coming out – just flick through this month's hot games supplement for proof of that.*

HIGH FIVE

I think you should have a top 100 greatest gaming characters (including bad guys) award, as voted for by the gaming public. Here is my personal top five:

1. **Cloud Strife**
2. **Mario**
3. **Duke Nukem**
4. **Res Evil 3's Nemesis**
5. **Solid Snake**

Plus there should be a special 'Best Quote of All-Time Award', which should go to Carlos from Resident Evil 3:

"All the foxy ladies love my accent, it drives them crazy!".
The Dudefather, email

CVG: *What?! Mario in the shadow of some role-playing ponce with dodgy hair? You're having a laugh. CVG would definitely stick Link in the top five, too, along with Psycho Mantis from Metal Gear Solid – any guy who has the guts to walk around wearing nothing but a gimp suit and gas mask gets our vote.*

What about the rest of you? Who rocks your videogame world? Let us know your top five and we'll print the best of the lot.

WE GOT OURSELVES A GAME BOY

I've had my Game Boy Advance since the Japanese launch and it reminds me more and more of the little-known Sega Nomad. The Nomad had the whole catalogue of Mega Drive games and still it wasn't released in Europe. Why doesn't Sega have one last ditch attempt at a console, but in the handheld market and just do the same as Nintendo has and clean up a load of 16-bit classics and re-release them?

In the meantime, I'd like to take this opportunity to say just how excellent the new GBA is,

DRAWINZ WOT YOU DUN

Can't be bothered to write a nice, neat letter to your favourite videogames mag? Or maybe you just can't write full-stop? Don't worry, why not send us a picture instead? If it's great, we'll award it a Golden Bone. If not, Hunter'll use it to wipe his ass. It's as simple as that really.

This stunning Poke treat comes from *Ryan Hancock*, whose brilliant cartoon earns him a Golden Bone. We reckon it's so good he could get a job drawing the real thing.

and that some of the upcoming games are looking really ace. Also, some of the present GBC games are brilliant too, such as Zelda Oracle of Ages/Seasons.

To get everyone in the Zelda spirit, here's the Nokia Composer ringtone for the Zelda theme: 2#a1 2f1 4- 8#a1 8c2 8d2 8#d2 2f2 2- 4f2 8c2 8d2 2e2 2- 2g2 1f2

Matt Ellis

CVG: *Cheers for the phone tune, Matt. In return, you can be the envy of your mates by turning to page 12 of this very issue and tapping in the theme to Super Mario World. As for the Nomad, we're on your side too, mate. So much so in fact, that we're enlightening all the other CVG readers about Sega's palm player – scour Freeplay to find out what kept our fingers busy before the Game Boy Advance.*

SHORT STUFF

When are we going to see 'Soul Reaver: Legacy of Les'?

Matt 'I Shot The Sheriff' Potts

I have read previews/reviews of Xbox and PlayStation 2, but I don't know what to buy.

Daniel Batchelor

CVG: *What about GameCube?*

Do you know a website that has a copy of Army Men: Sarge's Heroes 2 on the N64.?

James Ballard, Southampton

CVG: *www.ihatemyself.co.uk should help you out. You won't get the game but we reckon its special brand of self-torture is right up your alley.*

PLEASE HELP!

I have problems – big problems – and I don't know where else to turn! Quite simply, I'm a wimp. Just turning a corner on GoldenEye makes me jump, and watching my brother play the ancient (and totally crud) Blakestone on the PC had me hiding beneath the desk. And when it comes to Ocarina of Time, well... I love the game, don't get me wrong, I really do, but face me with those Parasitic Armoured Arachnid Lava Beasts, or stick me on Hyrule field as a kid at night and I'm reduced to quivering hysterics.

I'll never even get the Zora's Sapphire at this rate, and so it is that I come to you, hanging my head, pleading for you help to make me as brave as courageous little Link (or at least not as much of a wimp as I am now). Help me, CVG, you're my only hope...

Wimpywimpywimpy

CVG: *Er, right. Well, we presented your problem to Les, CVG's resident Oracle of Knowledge, and he said: "I dunno. Try drinking a pint of virgin's blood to calm your nerves." But then, that's the solution to all of Les's problems. Oh well.*

CVG STINKER

CV*GRRRR!*

It amazes me that none of the staff at CVG have even the most remote knowledge of the Japanese language. I don't get it: you make a magazine reviewing games, the majority of which come from Japan, yet you never even thought of trying to learn Japanese or at least hire a translator or something. If one of you knew Japanese, you would have been able to actually review the Silent Hill Play Novel, and not just talk about how it's illegible to those who ... [proceeds to waffle on about nothing particularly interesting].

Spectrum Kid

CVG: *Zzzz... Oh, sorry – what? Let's get one thing straight: we review games 99 per cent of CVG's readers would understand. That does include a lot of Japanese games – Gran Turismo 3, Metal Gear and all the GBA games were in Japanese when we brought you the first playtests. But when an entire game is impossible to understand unless you've got a degree in Japanese, there's no point reviewing it because almost all of CVG's readers won't understand it either. If there is something that's worth translating then, of course, CVG will get on the case. In the meantime, you are the weakest link, Sayonara.*

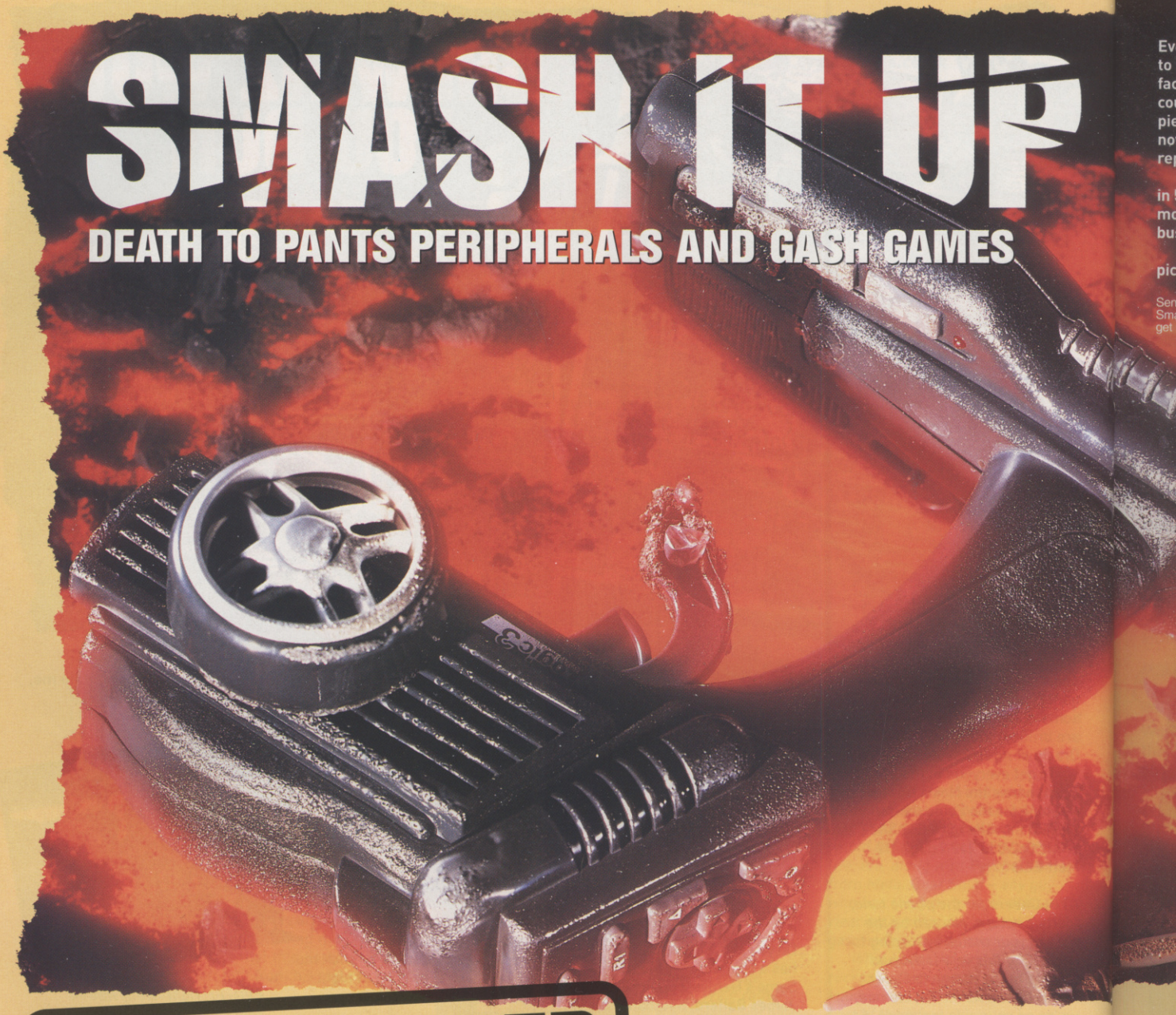
HAVE YOUR SAY

Over the past few weeks we've been asking you guys what's really pumping your muscles when it comes to videogames. You cast your votes on cvg.com and these are the results:

GAMECUBE	53%
PLAYSTATION 2	22%
XBOX	16%
GAME BOY ADVANCE	7%
NONE OF THE ABOVE	2%

SMASH IT UP

DEATH TO PANTS PERIPHERALS AND GASH GAMES



BUG STOMPER

FOUND A COCK-UP IN A GAME? REPORT IT TO CVG

Games bugs come in all shapes and sizes. Sometimes they are just annoying little motherboard mosquitoes that do little more than cause the odd graphical judder. But from time to time they are bleedin' great cockroaches of code the size of an Xbox that make games about as playable as a guitar with razor wire strings.

Worst of all is when the developers try and pass them off as gameplay – who do they think they are kidding?.

Whatever the bug, here's your chance to expose them to the gaming world. So send your crime candidates to mailbag.cvg@dennis.co.uk and each month we'll print the worst offenders.

RING OF RED

Format: PS2

Execute a command, say to shoot, and the Dual Shock vibration starts as you blast away. But sometimes, when another command kicks in immediately after, the pad keeps on rumbling. The vibration seems to continue indefinitely.

SONIC ADVENTURE 2

Format: DC

The camera will often mislead you off the edge of a platform to your doom. It just won't let you see where you are going sometimes and often changes position mid-action, meaning your well-timed jump is now completely off angle.

Ever blown a wad of dosh on some gaming object of desire, only to find salty tears of rage and disappointment rolling down your face because of its utter crapness? And did you find you still couldn't quite bring yourself to smash it into thousands of tiny pieces? Never mind. CVG's crack squad of replacement killers is now on hand to administer punishment on your behalf and replace the offending item with something better instead.

All you've got to do is send us the hated gaming object, stating in 50 words why it deserves the loving caress of destruction. Each month, if we deem your cause to be the most just, we'll do the business on it and sort you out with a better model.

Just to get you in the mood, here's one we did earlier in our picture. Call that a racing controller? Not any more. Mwuahaha!

Send your hated gaming objects (games or hardware) to the usual address, marked: Smash It Up. Sorry, but we can't return any entries. Only the best entry each month will get a replacement prize. Please state what game formats you own.

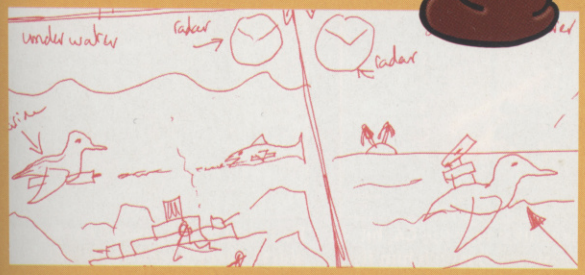
MELTING POT

GOT A GAME IDEA? SEND IT IN

QUACK 3: MARINA

You assume control of a squad of Cyber Ducks™ who have abilities such as flying, swimming, quacking and submerging. Obviously these are skills real ducks have and the Cyber Ducks would have to use all of them to beak the enemy. Ahahaha.

It's a bit like a squad-based shoot 'em up where using duck talents allows you to progress through a varied environment. **© Barny Zoeller**



ACTION REPLAY

CLASSIC GAMING GEAR YOU'VE FORGOTTEN ABOUT

#1: SEGA NOMAD

Year released: September 1995
Original price: $149.99

WHAT IS IT

Gagging for Game Boy Advance? Before Nintendo's handheld cracker, there was Sega's Nomad, the Mega Drive that fitted in your pocket. Well, almost. Only ever released in America, the Nomad was a portable version of the 16-bit colour Sega blockbuster. The machine was about the size of a paperback book – albeit a thick one – and a lot heavier than the average Harry Potter novel.

As well as being able to play Genesis (US Mega Drive) games on the go, the Nomad had a six-button controller, a port for an external second controller, two AV outs, a large built-in 3-inch colour screen and the option to plug it into the TV when you got home. The only drawback was that your beloved 32X and Sega peripherals couldn't be attached, but that's a small price to pay when you can play Toki in the toilet!

GHOULS 'N' GHOSTS

ROCKET KNIGHT ADVENTURES

TOEJAM AND EARL

WHY YOU SHOULD WANT ONE

Genesis carts (most UK and Japanese carts play fine with an adaptor) are still easy to get hold of and won't set you back more than a tenner.

GAMES YOU REALLY SHOULD GET

Ghouls 'n' Ghosts, Rocket Knight Adventures, Alien Soldier, Sonic series, Thunderforce series, Gunstar Heroes, Toejam and Earl, EA's Strike series... or just about anything by Sega, Treasure or Capcom.

WHERE TO GET ONE

Try www.ebay.co.uk, it's always a good start, and you'll probably be able to nab one for around £80 with a game or two. Failing this, try www.ebay.com (the American site), for cheaper units, but postage will be expensive.

AND THERE'S MORE

Though only ever released in the US, there was a Japanese handheld Mega Drive produced that could be rented for use on Japanese airlines flights. The Megajet had no built-in screen and plugged into an LCD TV that flipped out of the armrest!

THE DOGHOUSE

BEWARE: THESE CHEATS CAN BITE!

Welcome to Hunter's domain. Every month, CVG's rabid ankle-biter gets let off the leash to drag the very finest selection of cheats, tips and codes back screaming and kicking into The Doghouse for you to chew over. You can make his life easier by sending in your tips. Just make 'em good ones, 'cos Hunter's trained to go for the nuts.

F-ZERO

UNLOCK DIRTY JOKER: Win the Pawn, Knight and Bishop series on the Standard difficulty setting for this racer.
UNLOCK FALCON MKII: Do the same on the Expert difficulty setting to unlock this racer.
UNLOCK STINGRAY AND QUEEN SERIES: If you win the Pawn, Knight and Bishop series on Expert, you'll unlock the Queen series and the five extra courses that come with it, as well as the top-notch Stingray racer.
UNLOCK MASTER DIFFICULTY: Once you beat any series on Expert, you'll be offered the chance to do it again on the extra-hard Master setting. However, you'll only get Master setting for the series that you've completed. To get full access to Master setting, you must complete every series on Expert.
UNLOCK SILVER THUNDER: Once you've unlocked Master, you can unlock the Silver Thunder by beating any series on that setting (obviously, since Pawn is the easiest series and Master setting is rock, you're best off trying to complete Pawn to get this racer).

QUAKE III ARENA

You'll need a DC keyboard. Press ~ during a game and the console screen will appear. First, type ';raster 1' to unlock the commands, then type in your choice of the following codes:

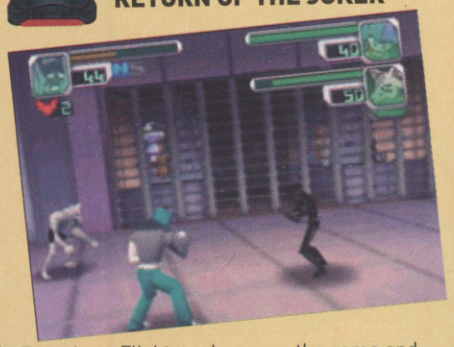
CODE	EFFECT
\god	God mode
\noclip	Walk through walls
\notarget	Enemies won't attack
\cl cheats	Switch on start menu cheats

NBA HOOPZ

All the cheats any budding Michael Jordan could possibly want! Go into the versus screen. You'll notice that the icons change when you press X, A or B. To enable the following cheats, press each button the number of times indicated, then press the D-pad in the direction that follows. The name of the cheat will appear on screen to confirm that the code has been entered correctly.

CODE	EFFECT
A, B, B, B, B, Right	Home uniform
A, A, B, B, B, B, Right	Away uniform
A, B, Down	Show shot %
X, A, Down	Show hotspot
X, X, X, B, Up	No hotspots
X, X, A, A, B, B, Right	No fouls
X, X, X, A, B, B, Up	Infinite turbo
X, A, B, Right	ABA ball
X, A, A, B, Left	Granny shots
X, X, X, A, A, Left	Street court
A, A, B, B, B, Left	Beach court
X, X, X, Right	Big heads
X, X, X, A, A, A, Left	Tiny heads
X, X, X, X, X, A, A, A, A, B, B, B, Left	Tiny players

BATMAN BEYOND: RETURN OF THE JOKER

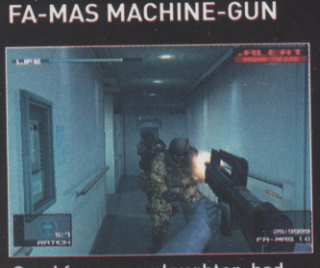


To activate Flight mode, pause the game and press Up, Down, Left and Left.

METAL GEAR SOLID 2

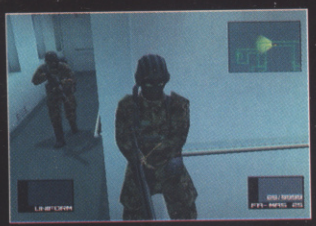
Code Junkies Action Replay 2 system unearths hidden treasures in the MGS2 demo included with Z.O.E. Follow the simple instructions on the CD. Switch on all the item codes and insert the MGS2 demo. Start a new game and, after the opening sequence, check below for the cool new stuff in your inventory. One word of warning, though: the AR2 disc isn't official, so we can't take any responsibility for any problems it might cause.

FA-MAS MACHINE-GUN



Good for mass-slaughter, bad for accuracy and noise

UNIFORM



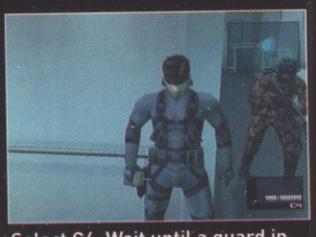
Doesn't fool the guards but Snake looks coooool

SCOPE

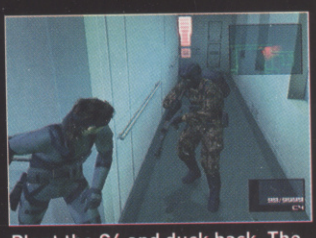
Doesn't help you defeat the demo but does show all that juicy graphical goodness in detail

C4 EXPLOSIVES

Hosing down guards with the machine-gun is fun but C4 is really where it's at for traps...

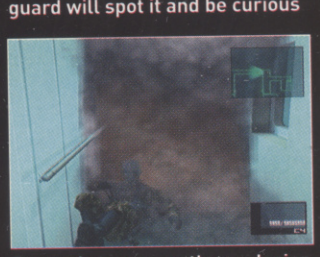


Select C4. Wait until a guard in an inner corridor turns his back



Plant the C4 and duck back. The guard will spot it and be curious

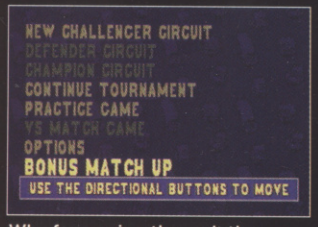
When he walks over the C4, hit the detonator and watch him fly



Be ready to run, as the explosion alerts every guard on board!

SIMPSONS WRESTLING

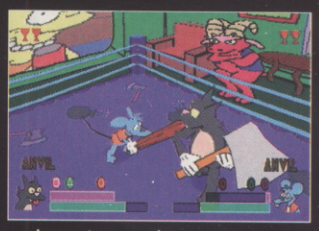
Unlock everything without having to play the game. When PRESS START appears, press Circle, Up, Up, Down, Down, Left, Right, Left, Right. 'BONUS MATCH UP' should appear on-screen. This option means that your choice of characters and arenas will be unrestricted.



Why face going through the whole game to unlock secrets?

A few swift button presses and everything is laid bare

Then just choose what you want and hit start to enjoy...



...characters and arenas you never even knew existed

RUMBLE RACING

Enter any of the following codes to gain access to Championship mode with some of the cars unlocked: KOZIEC1PU, KZOIEC2P1, OORKIEPUC. Alternatively, enter one of the codes below to get extra cars.

CODE	CAR
OPSRTISUC	Sporticus
VTYANIYTT	Van Itty
UBTCKSTOH	Buckshot
BSUIGASUM	Gamecus
PTOATRTO1	Revolution
HGIROLREL	High Roller

SUPER MARIO ADVANCE

When you come up to the surface in World 5-3, throw the shell on the ground so that it bounces back and forth. Jump on to the shell and wait until the birds drop bombs. The shell will get rid of the bombs. After a while, you'll start getting 1-Ups. You can do this as many times as you like, although the maximum lives you can have at once is 99.

THE MUMMY RETURNS

Not much of a game. Maybe these level passwords will ease the pain.

PASSWORD	LEVEL
71P 4KW	1
8K3 71J	2
P3C 664	3
CXS 0N0	4
1N0 F1N	5
7B4 L6S	6
814 8W4	7
TNM N5Q	8
HTS 0ZX	9
1RD 10V	10

BLACK AND WHITE

Want to inject a little humour into the serious business of playing God? Set the date on your system to April 1st, then play a game. You should find that your character's footprints have little smiley faces.

RAYMAN

Enter any of these button codes whilst the game is paused:
99 LIVES: A, Right, B, Up, A, Left, B, Down, A, Right, B, Up, A, Left, B.
WORLD MAP: A, Left, A, Left, A, B, Right, B, Up, B, A, Left, A, Down, A.
ALL POWERS: Right, Left, Up, Down, A, Up, Up, Down, Down, B, Right, Right, Left, Left, A.
FULL ENERGY: B, Right, A, Up, B, Left, A, Down, B, Right.

STAR WARS: SUPER BOMBAD RACING

At the main menu, press: Square, Circle, Triangle, Circle, Square to play as Boba Fett.

Undo it by pressing: Square, Circle, Circle, Square.

Press: Circle, Square, Circle, Square to get the AAT Battle Tank, also at the main menu. Press Circle, Square, Triangle, Circle, Square to disable it.

Press L1, R1, L2, R2 at the main menu to get Naboo Kaadu racers. All of the above codes will be accompanied by a short message if they are entered correctly.

Also, if you play as Anakin on the Galaxy Circuit Race and win the Gold Cup, you can unlock more racers.

YOUR BEST TIPS

Every month, the best reader tip will be printed and will score a prize of one of the latest games. Send your tips to: barny_zoeller@dennis.co.uk or

THE DOGHOUSE,
COMPUTER & VIDEO GAMES,
DENNIS PUBLISHING,
30 CLEVELAND STREET,
LONDON W1P 5FF.

STAR WARS: ROGUE SQUADRON

Type these in at the code entry screen.

CODE	EFFECT
IGIVEUP	Infinite lives
RADAR	Enhanced radar
ACE	Extra difficulty level
DEADDACK	Unlock missions
KOELSCH	Unlock Cadillac
FARMBOY	Unlock Millennium Falcon
MAESTRO	Unlock soundtrack

Plus, if you activate the FARMBOY code, then enter TIEDUP as your password, you'll unlock the TIE Interceptor.

SUPER BUST-A-MOVE

Enter either of these button codes on the title screen:
EXTRA CHARACTERS: Triangle, Left, Right, Triangle.
ANOTHER WORLD: Triangle, Right, Left, Triangle.

DOGS OF WAR

Type in TIMBO during play. Collision detection can be disabled by pressing F5.

ZOE

FULL HEALTH AND AMMUNITION: Pause the game at any time and press L1, L1, L2, L2, L1, R1, L1, R1, R2, R1. However, your level will go down by one every time you use this code.
VERSUS MODE: Press Circle, X, Right, Left, Right, Left, Down, Down, Up, Up on the title screen to access Versus mode without having to complete the game.

Never run out of special weapons with this cool cheat

Get this multiplayer mode WITHOUT finishing the game

Take as many hits as you like with this full health code

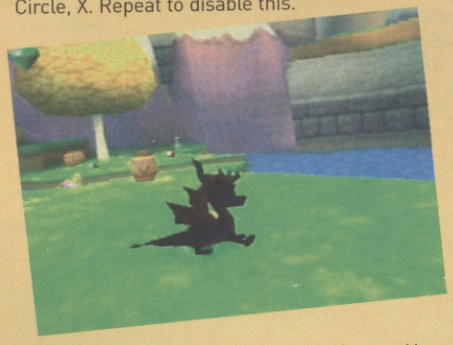
NHL 2001

Go to the create-a-player screen. If you want to create a brilliant forward player, enter JAROMIR JAGR or PETER FORSBERG as a name.

For a top defenceman, use the name SANDIS OZOLINSH or CHRIS PRONGER, and for a great goalie, call him ED BELFOUR, PATRICK ROY or DOMINIK HASEK. Just answer 'Yes' and you can adjust his ratings.

SPYRO: YEAR OF THE DRAGON

CRASH BASH DEMO: Go to the title screen and press Square whilst holding L1 and R1 to activate the demo.
EXTRA LIVES: Enable this one at the start of the game, whilst still in the first land. Pause the game, then press R2, L2, R2, L2, Up, Up, Up, Up and Circle.
HARDER GAME: Pause the game and press Circle, Square, Right, Left, Right, Square, Circle, Square. Repeat to disable this.
EASIER GAME: Pause the game and press Circle, Square, Right, Left, Right, Square, Circle, X. Repeat to disable this.



BLACK SPYRO: Pause the game and press Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Down.
BLUE SPYRO: Pause the game and press Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, X.
GREEN SPYRO: Pause the game and press Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Triangle.
PINK SPYRO: Pause the game and press Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Square.
RED SPYRO: Pause the game and press Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Circle.
YELLOW SPYRO: Pause the game and press Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Up.
CHANGE SPYRO BACK TO NORMAL COLOUR: Pause the game and press Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Left.

MUPPET MONSTER ADVENTURE

Enter these button codes at the title screen:

CODE	EFFECT
R2, R2, R2, R2, R1, L1, L1, L1, R1, R2	Level select
L2, R2, R1, L1, R2, L2, R2, R1, L1, R2	Invincibility
Up, Up, Down, Left, Right, Square, Up, Left, Right, Circle	99 lives
Square, R2, Circle, Left, Up, Down, Right, Square, L2, Circle	1000 pick-ups
Circle, R2, Circle, Left, Right, R2, Up, Down, Circle, R2	Get all morphs
Up, Right, R2, Square, Left, R1, Left, Up, Left, L2	Debug info
Square, Left, R2, Up, R1, L2, R1, Up, R2, Up	Fly cam

ALICE

Under Settings in Game Options, enable the Console window. Start a game. Press ~ and enter 'map', followed by a space and then one of the map names below:
centipede1, centipede2, facade, fortress1, fortress2, funhouse, garden1, garden2, garden3, garden4, grounds1, grounds2, gvillage, hedge1, hedge2, hedge3, jlair1, jlair2, keep, pandemonium, potears1, potears2, potears3, qlair, rchess, skool1, skool2, tower1, tower2, tower3, utemple , wchess1, wchess2, wforest.

ALL-STAR BASEBALL 2002

Go into exhibition mode and press L2 and R2 repeatedly. You should hear a noise. The Dingers and Islanders teams will then be unlocked.

MAT HOFFMAN'S PRO BMX

There's a bunch of Tony Hawk stuff to unlock in Mat Hoffman. If you score a 200,000 level combo, you can get the warehouse level from Pro Skater, and if you complete the game with all the bikers, you'll unlock the Burnside level. If you play career mode and get all 30 covers, you can even play as Tony Hawk, riding an old girls' bike. Plus, here's a list of cool moves:
ROCKET QUEEN: Down-Right with Square
FLAIR: Down, Square, then perform a 180
SUPERMAN: Up-Left with Circle (perform in air)
BODY VARIAL: Left, Right, Circle (perform whilst in the air with a full special)
INDIAN AIR: Up-Right with Circle (this won't work in the half-pipe)
SINGLE TAILWHIP: Down-Left with Circle (perform when launching from a ramp)
DOUBLE TAILWHIP: Down-Right with Circle (perform when launching from a ramp)

Finally, pause the game and press L1, Up, Square, X, X, Down, Circle, to play as 'Granny'.

REALLY STUCK

Absolutely stumped on a game? Ridiculed by your mates? There is hope: The Computer and Video Games tips helpline.

0906 466 4659

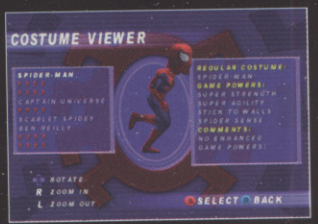
Open seven days a week, 8am-11pm. On the very rare occasion that they can't help, your query will be passed on to a support team, who guarantee to find you an answer within 24 hours.

Calls cost £1.50 per minute at all times. Charges will appear on your standard telephone bill. If you do not pay the bill yourself, seek permission from whoever does before calling. In case of problems, please call Customer Services on 0870 800 6155.

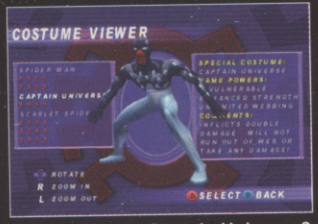
SPIDER-MAN

Go to the 'Special' section from the main menu. Then go to 'Cheats' and enter the code of your choice.

CODE	EFFECT
LEANEST	Unlocks all secrets
MME WEB	Level select
WEAKNESS	Full health
ADMNTIUM	Invulnerable Spidey
GLANDS	Unlimited webbing
XILRTRNS	Scarlet Spider costume
KICK ME	Amazing Bagman costume
MRWATSON	Peter Parker costume
CLUBNOIR	Ben Reilly costume
SMLVIII	Quick Change Spidey costume
EGOTRIP	Pulsating head mode
STICKMAN	Stickman mode
UATUSEES	'What If?' contest mode
KIRBYFAN	Unlock all comic covers
FANBOY	Unlock all comic books
CINEMA	Unlock all movies
RGSGLLRY	Unlock all characters in gallery
ROBRTSON	Unlock storyboard viewer



What a big head you have, Spidey



Spider-Man or Captain Universe?

ARE YOU THE DON OF GAMES? THEN TAKE THE CVG CHALLENGE

Every month we'll be setting you gaming challenges across a range of formats. Competition will be tough and we'll be printing a table of the top five entries for each challenge.

The top scorer on each challenge will get the coolest prize we can wangle. The more impressive the winning result, the more blagging skills we'll use to snag you something sweet. Come on! Impress us!

CONFIDENTIAL MISSION
Finish the game with the highest score you can, on whichever difficulty setting you prefer. Hint: you'll score bigger on the harder settings.

CRAZY TAXI
Play Crazy Box 1.1, the Crazy Jump. Try to go as far as you can using the Crazy Dash. Play as any driver you like. Longest jump wins!

ISS PRO EVOLUTION 2
In an exhibition match, play against any team and score as many goals as you can with one player. Take several pics of the summary screen.

CONFIDENTIAL MISSION

1	1012875	Jenny McComb
2	998646	Eddie Robson
3	952278	Alex Simmons
4	947784	Dan Payne
5	903232	Lee Skittrell

CRAZY TAXI

1	345.00m	Mike Jackson
2	337.65m	Dan Payne
3	301.54m	Bunny Zoeller
4	278.88m	Pete Walker
5	250.03m	Eddie Robson

ISS PRO EVOLUTION 2

1	17	Alex Simmons
2	15	Pat Garratt
3	14	Dan Payne
3	14	Les Ellis
5	12	Tricky Dicky

In future, your scores will appear here, but this being the first month, we don't have any yet. So, instead, we've challenged the reprobates around CVG's office to start the ball rolling (see above).

HOW TO ENTER:
Take a photo or screenshot of the screen showing your score. Write your name, address and score on a piece of paper. Send your entry with a recent pic of yourself to the usual address, marked: CVG Challenge, or scan your pics and email: barny_zoeller@dennis.co.uk Sorry, but entries cannot be returned.

Oh, and we don't have time for cheaters – people who've used codes, cheat carts, import versions and so on. We can spot a cheater from miles off, and they'll be disqualified. Play fair!

CHALLENGE CVG
BEAT US AND BOAST

Each month you'll get two chances to challenge us in a battle of gaming god-hood. Firstly, an online challenge where you can log on and battle with/against us. For the second challenge, we'll pick contestants to take us on face-to-face. We'll tell the world what happened in the next issue.

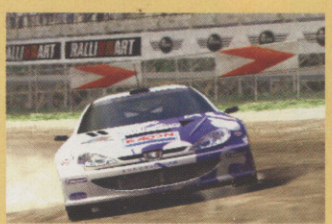
CHALLENGE 1

Game: Quake III Arena
Formats: PC/Mac
Rules: Deathmatch. The highest frag count over a series of deathmatches wins. Editor's decision is final.
To take part: Log onto our dedicated server called CVG House of Pain [IP: 192.168.0.1 or 62.49.226.118] between 4pm and 8pm on Monday July 23rd. Just don't log off until we have your contact details.

CHALLENGE 2

Games: Gran Turismo 3/ Sonic Adventure 2/ Iss Pro Evolution 2
Formats: PS2/ DC/ PSone
Rules: We'll agree them on the day
To take part: Send your name and contact details to the usual address marked 'Challenge Team CVG' or email at the address above, stating in 20 words why you deserve to be picked. If you're one of the two best entries, we'll tell you where and when the challenge takes place.

Come on! Frag or be fragged!



Think you're fast enough?

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Chicken Run
Code Veronica (Res. Evil)
Comm. & Conq. Series
Conkers Bad Fur Day
Crash Team Racing
Crazy Taxi 1 & 2
Digimon World
Dino Crisis 1 & 2
Discworld Noir
Dracula Resurrection
Dragonball Z: U. Battle 22
Driver 1 & 2
Duke Nukem Series
Extermination
Fear Effect 1 & 2
FIFA 2001
Final Fantasy 7, 8 & 9
Golden Eye
Gran Turismo 1 & 2
Grand Theft Auto 1 & 2
Hidden & Dangerous
In Cold Blood
ISS Pro Evolution 1 & 2
LMA Manager 2001
Mat Hoffman's Pro BMX
Medal of Honor
Medal of Honor Underg.
MediEvil 1 & 2
Men In Black
Metal Gear Solid
Metropolis Street Racer
Parasite Eve 2
Perfect Dark
Pokemon (All Colours)
Pokemon Stadium
Premier Manager 2000
Rainbow Six
Rayman 1 & 2
Resident Evil 1, 2 & 3
Resident Evil: Code Ver.
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Simpson Wrestling
Sonic Adventure
Spiderman
Spyro 1, 2 & 3
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Star Wars: Phantom Men.
Star Wars: Jedi Pow. Battles
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The World is not Enough
Theme Park World
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TOCA World Touring Cars
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Tomorrow Never Dies
Tony Hawk's 1 & 2
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ON THE COVER

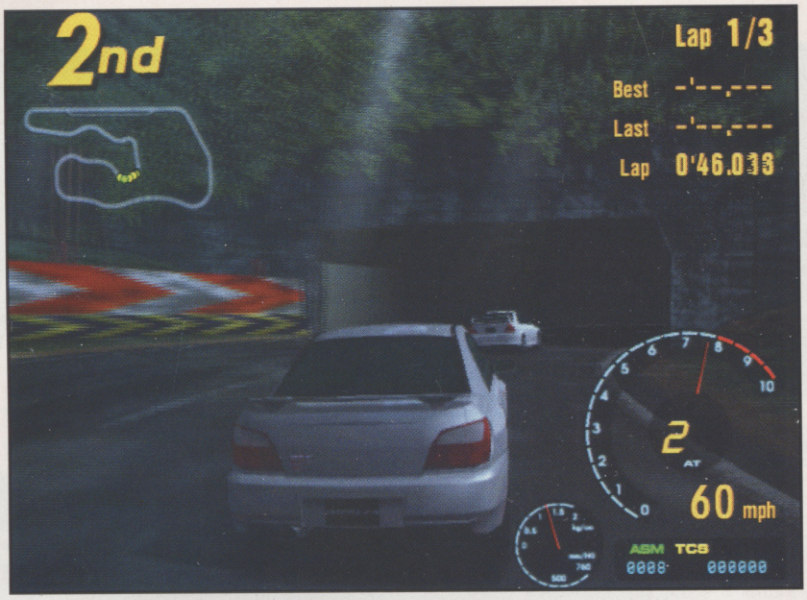
SCREAM IF YOU

GAME: **GRAN TURISMO 3 A-SPEC**
FORMAT: **PLAYSTATION 2**
COST: **£39.99**
OUT: **JULY 27**
PLAYERS: **1-6**
DEVELOPER: **POLYPHONY DIGITAL**
PUBLISHER: **SONY**

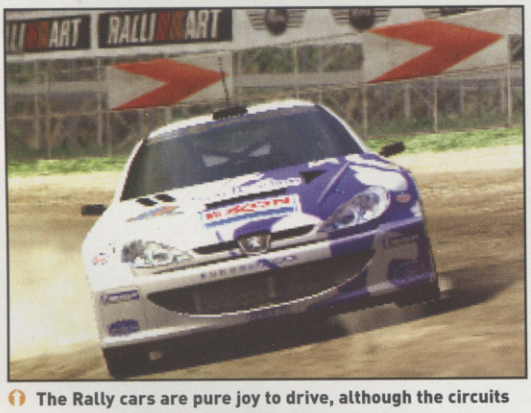
U WANT TO *DRIVE* FASTER

It's been hidden away in a garage for more than two years while boffins have tinkered with the winning elements you remember, looking to make it even better than before. Vorsprung durch technik – this is what PlayStation 2 was designed for.

SCREAM IF YOU



Courses are full of treacherous bends and stunning scenery. Unlike F1 circuits, there are plenty of opportunities for overtaking



The Rally cars are pure joy to drive, although the circuits are too wide and therefore quite easy

ARE YOU READY?

So it's finally here. Prepare for panic in the high street – Gran Turismo 3 will have more people rushing to buy a PS2 than the thousands who flock daily to download doctored Britney pics off the Net.

You've been frothing at the mouth since it was announced and the recent influx of screenshots made you howl at the moon. Now it's time to sit up and beg like a performing spaniel. The racer with a bigger garage of flash cars than Elton John and the Man Utd first team combined is back!

POUR YOURSELF ANOTHER

Gran Turismo has always been a bit of a gaming cocktail. Pour a substantial serving of real cars, add the ability to tinker under the bonnet like a mechanic, stir with being able to race on the tracks like an F1 test driver and serve with more stats and car reviews than Jeremy Clarkson can shake a stick at.

SO MUCH MORE

It was a winning formula before and will be again, as Gran Turismo 3 A-Spec offers more of the same, with one vital difference – now it's powered by PlayStation 2. You might be fooled into thinking that the extra processing power will be wasted on beefing-up the graphics and leaving the gameplay mechanics of Gran Turismo alone, but you'd be wrong

First appearance suggests that this is indeed all that's happened, with many familiar tracks from Gran Turismo 2 revisited, but, the second you pick up the Dual Shock 2 pad and take a car out for a spin, the advancements over its predecessors become apparent.

BACK ONCE AGAIN

Accurate suspension physics cause the car to tilt on corners. Take a hairpin bend too fast and the car will lean violently. Race over rumble strips at the side of the road and the wheels rise into the wheelarches as you fight to regain control. Brake hard and the car will lunge forward; accelerate and the car tilts back.

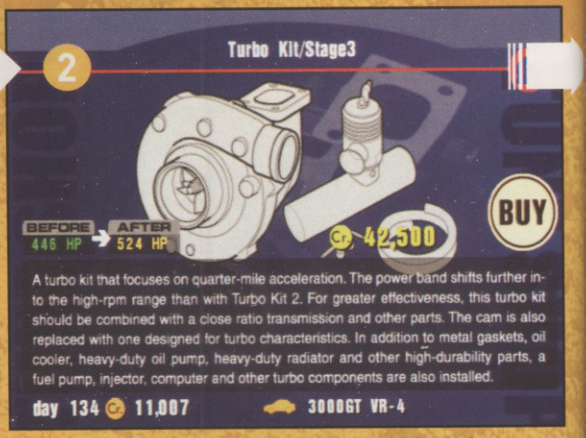
Anyone obsessed with the technical details of the cars, fretting over whether the car has a mid, front or rear engine will be very pleased, as you can now feel the difference when playing. Physics were present before in Gran Turismo, but they were never as realistic as this.

Another major difference in Gran Turismo 3 is the number of cars available for you to collect and race. There are

UNDER THE BONNET

Making adjustments to your car can increase performance. Visit the Tune Shop and you can buy a range of upgrades, from turbo kits to different gear ratios. Once these have been fitted, you can fine-tune your car for each race, adjusting suspension or tinkering with the brakes. The idea is to get your cars running exactly how you want them to, giving you a better chance to win each race. Pass the spanner.

The Audi TT is great, but we want to make adjustments



A turbo kit will improve acceleration. That'll do nicely.

U WANT TO DRIVE FASTER

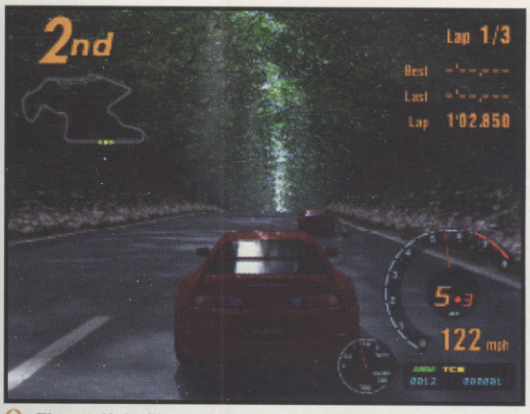
There is a wide variety of cars to choose from in Gran Turismo 3, with something to suit all tastes. Each handles in a unique way and you'll soon discover your favourites

more than 150 different models from a wide variety of major manufacturers. This figure is greatly reduced from GT2, which offered more than 200. Second-hand cars have been removed completely, but that's not so much of a big deal – surely you'd rather buy a new one, huh?

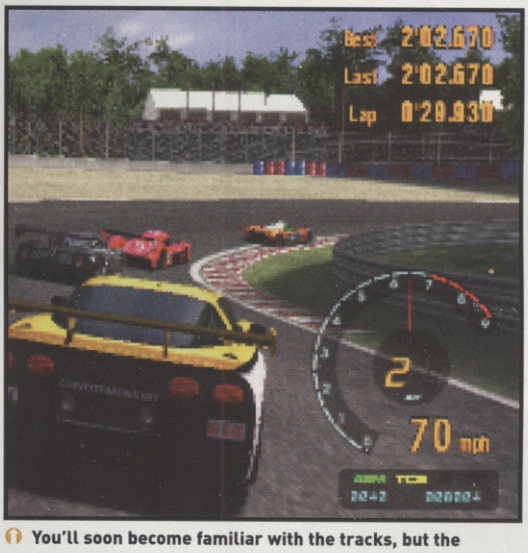
NUMBER CRUNCHING

The reason behind the lower figure is the level of detail contained in each car – more than 3,500 polygons make each GT3 motor look stunning. It took two weeks to design and model each car. Compare this to the 300 polygons, one-a-day production rate for the original Gran Turismo and you can quickly calculate why we've had to wait to get our hands on the new edition. As soon as you see the cars in action and the tracks in all their glory, you'll be pleased that GT3 wasn't rushed for release. To create something that looks this good you need to take time.

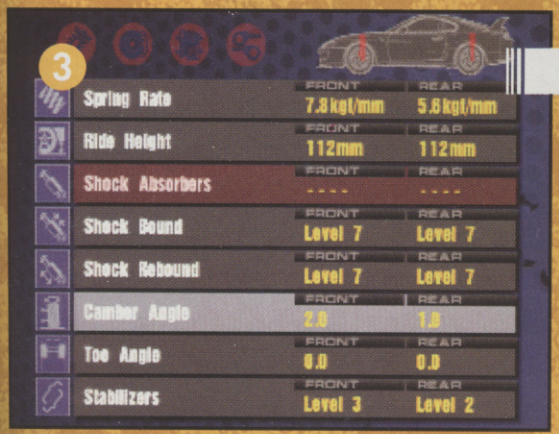
Particle effects add to the high level of realism. Light reflects off tarmac, sunlight filters through trees; the sun is so bright on some tracks that you have to squint when driving towards it. Dust and dirt is kicked up as cars scratch the sides of the road. In Rally mode, where the majority of



The sunlight filters through the canopy of the trees – don't pause to admire it while you're racing, though!



You'll soon become familiar with the tracks, but the challenge to finish first increases as you race faster cars



Tuning can make loads of performance improvements

Changing the ride height can improve downforce

Now check out the car on a test track!

SCREAM IF YOU

each track is mud, this is very impressive. Then there's the rain. Yes, for the first time ever Gran Turismo has weather effects. Driving through a downpour will have you reaching for an umbrella.

ALL GOOD THINGS...

Like Gran Turismo 2, GT3 is split into two distinctive modes: Arcade and Simulation. Arcade mode is for people who wish to sprint through lots of races in as short a time as possible, without having to worry about tinkering under the bonnet to get the car ready for each race. In Arcade mode you'll also be able to race very fast cars without having to save up to buy them first. One of the most repeated comments made by people watching GT3 in action is that it looks slow. Well, it does, but that's only to begin with. Once you get to the more expensive cars you'll hear no complaints.

Then there's Simulation mode – where the real game takes place. Fans of the series will recognise this section as being the real meat and potatoes of Gran Turismo. Despite offering less cars, this mode has been vastly expanded in the number of races available. Before you get to these, though, you're required to purchase a car.

Anyone for Sega Rally?

"Many of the motors aren't available in the shops yet – some are still at the testing or concept stage. GT3 lets you get behind the wheel of some of the sexiest cars ever conceived"

CHOOSE WISELY

Starting with a small amount of money, you have limited purchasing power and are restricted to the small family runabouts. Entering your chosen vehicle into races and winning will, of course, earn you more money, enabling you to buy bigger and better motors. The race categories are very defined however, with races confined to specific manufacturers and cars, or whether the car has front-wheel, rear-wheel or four-wheel drive. These are just a few of the many different race criteria. GT3 really shines with the multitude of races on offer and the different vehicles you're required to race to win them.

Races are also split into various leagues: Beginner, Amateur and Professional. As you progress through the leagues the competition becomes tougher and the cars you get to race are far more powerful and require greater skill to stay on the road. Before diving into the majority of these races, you're required to earn driving licences, proving you have the skill and discipline to be let loose with the big boys.

DO IT BETTER

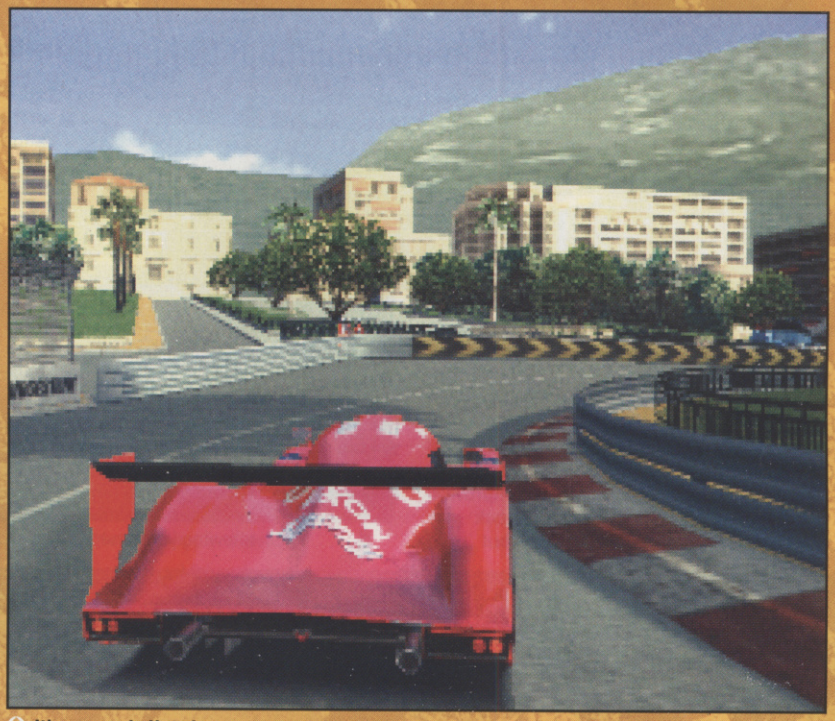
The licence tests have been changed slightly from the previous games. There are more of them and, due to the improved realism in car handling, they

U WANT TO DRIVE FASTER

MONACO MADNESS

The defining moment of Gran Turismo 3 has to be racing around the famous street circuit of Monaco. Wet weather racing may be fun, but for a real test of skill, head to the Endurance races and try 78 gruelling laps of F1's toughest course. Sure, the scenery may be beautiful as you race past the harbour with the sun beating down, but you'll need to concentrate for every single inch of the track, behind the wheel of a very fast motor.

When you have a stunning car like this to drive around in, Monaco can really be enjoyed to the full



It's a very challenging course and the scenery is absolutely breathtaking. But so's the car

SCREAM IF YOU

require precise driving to pass each test. A short video demonstrates how each test should be performed. There's also an Analyse option that presents basic telemetry data, detailing where you accelerated, braked and turned, allowing you to analyse your performance and challenging you to try again and improve.

Not only do the range of cars look fantastic and respond believably, but there's also a very wide choice within the 150 to suit all tastes. From the Mini Cooper and Toyota Vitz, to rally cars such as the Corolla and Subaru Impreza. There's a nice selection of Audis, Mercs and BMWs and at the top end of the scale are tasty treats such as the Mazda 787B Le Mans and the Toyota GT-One Racecar. Many of the motors on offer aren't actually available in the shops – some are still at the testing or concept stage. Yet, being a car lovers' dream, GT3 lets you get behind the wheel of some of the sexiest cars ever conceived.

Computer drivers still tend to hog the racing line – but you can use this to your advantage

LOOK AHEAD

Of course, all the options, cars and stunning graphics wouldn't add up to much if Gran Turismo 3 played like a dog. Lucky for us then that it plays as good as it looks. One of the advantages of the improved graphics is the draw distance and the ability to see further down the road. Because of this, Gran Turismo fans should find the new edition easier to play, as corners can now be seen much earlier, allowing you time to prepare.

The computer drivers also offer a bit more of a challenge, occasionally straying from the racing line and blocking overtaking manoeuvres more skillfully than in previous games. They're not perfect, as they still hog the racing line a little too much, but they are getting better.

THE DARK SIDE

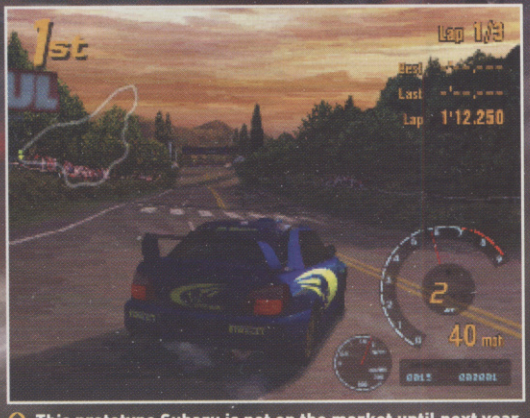
Gran Turismo 3 A-Spec offers more depth of play than any other racing game on the market. However, we still have a few minor gripes. First of all, why aren't there more than six cars in each race? And why are there only two in Rally mode? Come to think of it, there should only be one car racing at a time in Rally mode – you should be racing against split times, not another car on the track.

But our biggest moan is the reliance on realistic physics and accurate car models, which means GT3 is not as well balanced as some racers and also has a poor learning curve. It can be difficult to tell if car A is better than car B by looking at the specs, and unlocking a new car in race X doesn't mean you'll get to test it in

This Celica is taking the hairpin too tight. Goodbye paintjob!

Nice product placement!

The second car is barely visible in this Rally course's dust



This prototype Subaru is not on the market until next year

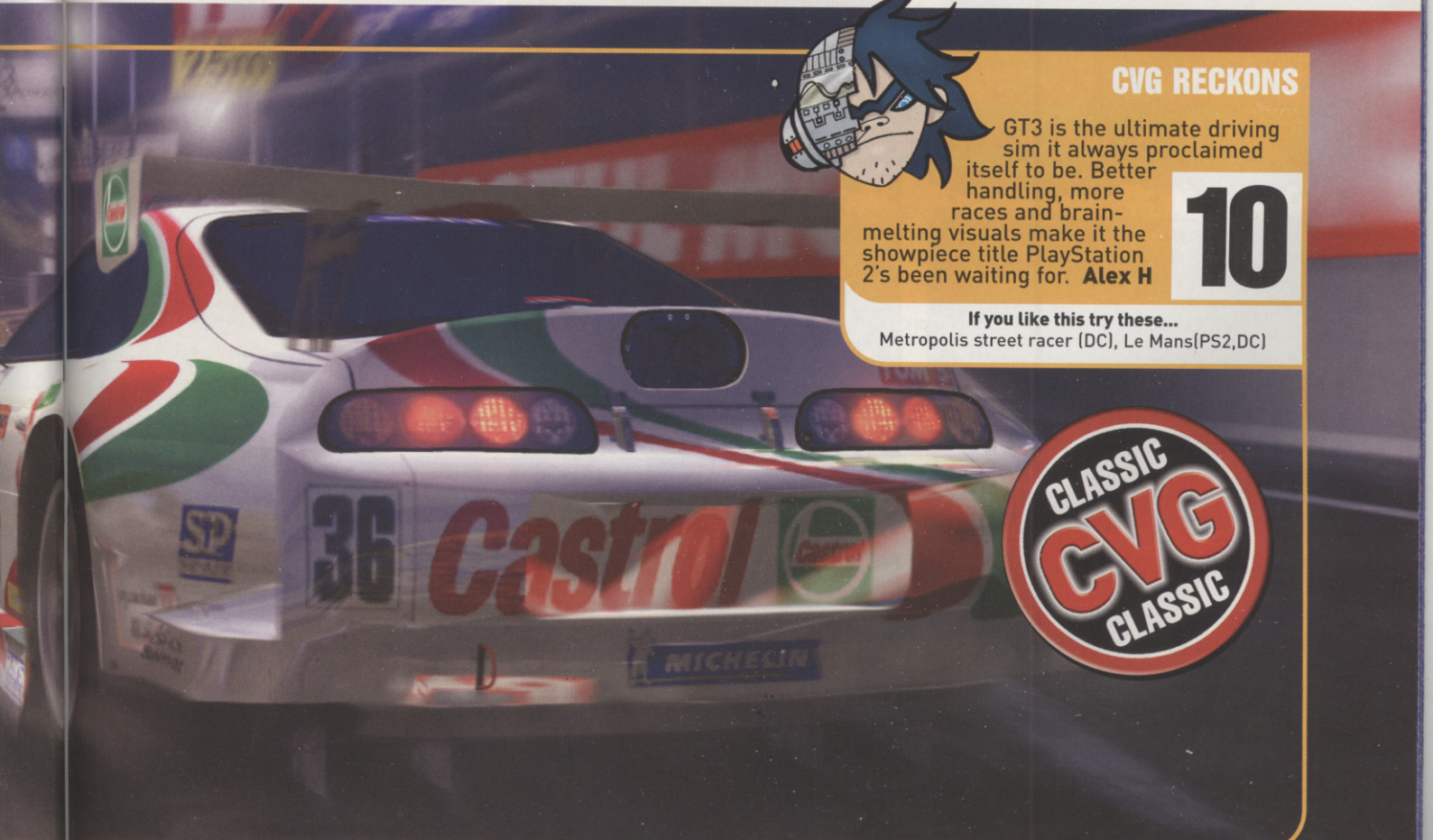
U WANT TO *DRIVE FASTER*

Replays are as impressive as in previous games. Some of the camera angles are simply stunning

race Y. Due to this, it is often difficult to work out what you're meant to do next. This was a minor flaw in the previous GT games, but is a little more evident in GT3 due to the greater number of races.

Some people will consider this a good thing – to be fair, it's better to have a very large choice than no choice at all. It's just a bit of a shame that you have to search quite hard to find the best cars and to make the best use of your money. Spend poorly and you'll find yourself stuck in races you can't win. The only way to get past this is to revisit completed races in an older, successful car until you can afford a new one.

If you like driving games – and we know most of you do – Gran Turismo 3 A-Spec is the one to get, as it offers more than any other, plays very well and makes the PlayStation 2 finally look like the super-console that it was promised to be. If you haven't got a PS2 yet, this is the excuse you've been waiting for. If you have got one, you already know that GT3 is an essential purchase. Well, go ahead and buy it – you have our seal of approval.



CVG RECKONS

GT3 is the ultimate driving sim it always proclaimed itself to be. Better handling, more races and brain-melting visuals make it the showpiece title PlayStation 2's been waiting for. **Alex H**

10

If you like this try these...
Metropolis street racer (DC), Le Mans(PS2,DC)

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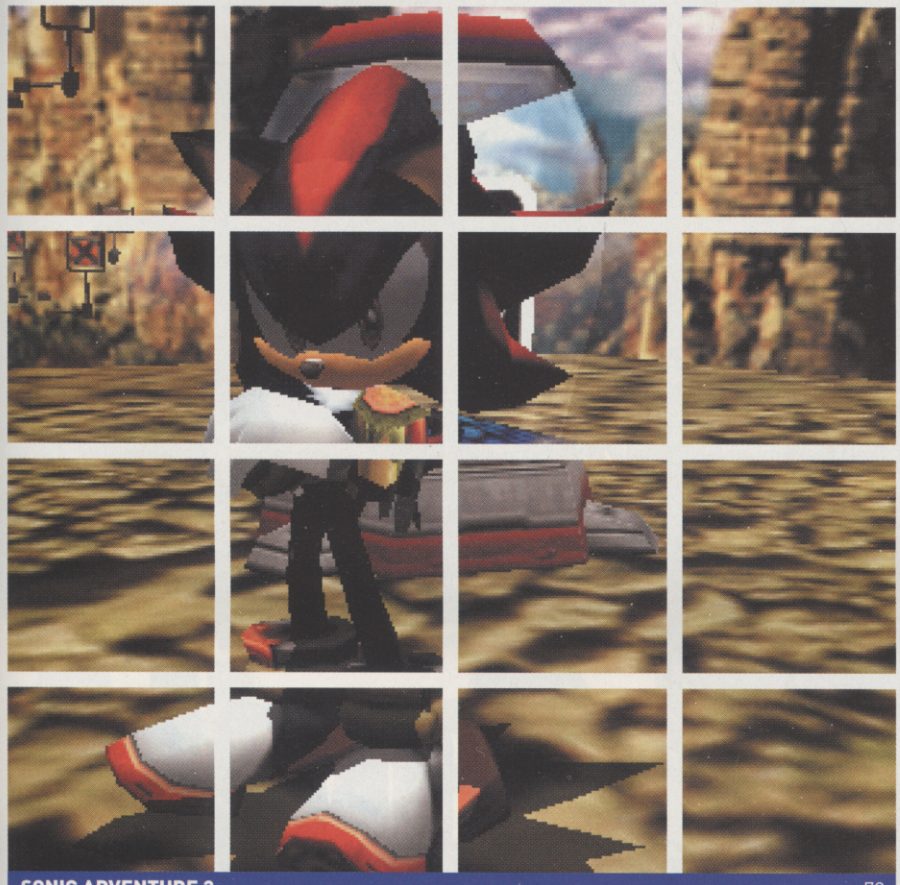
WHAT THE SCORES MEAN

1 – Argh, it stinks!
2 – Abysmal
3 – Sucks a fat one
4 – Oh pur-lease
5 – Very average
6 – Hmm, not bad
7 – Pretty tasty
8 – Very good
9 – Essential
10 – An unmissable belter that defines the genre

Reviews

Make sure you don't waste any cash this month



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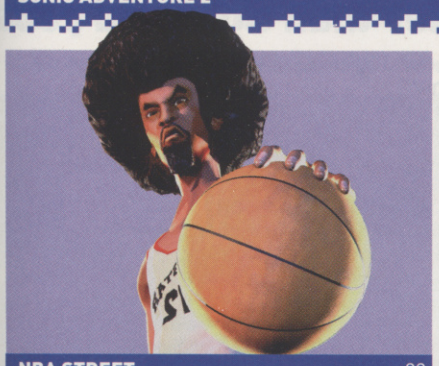

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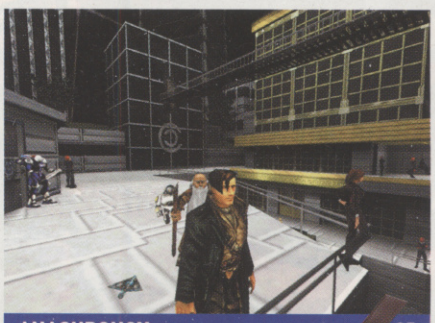

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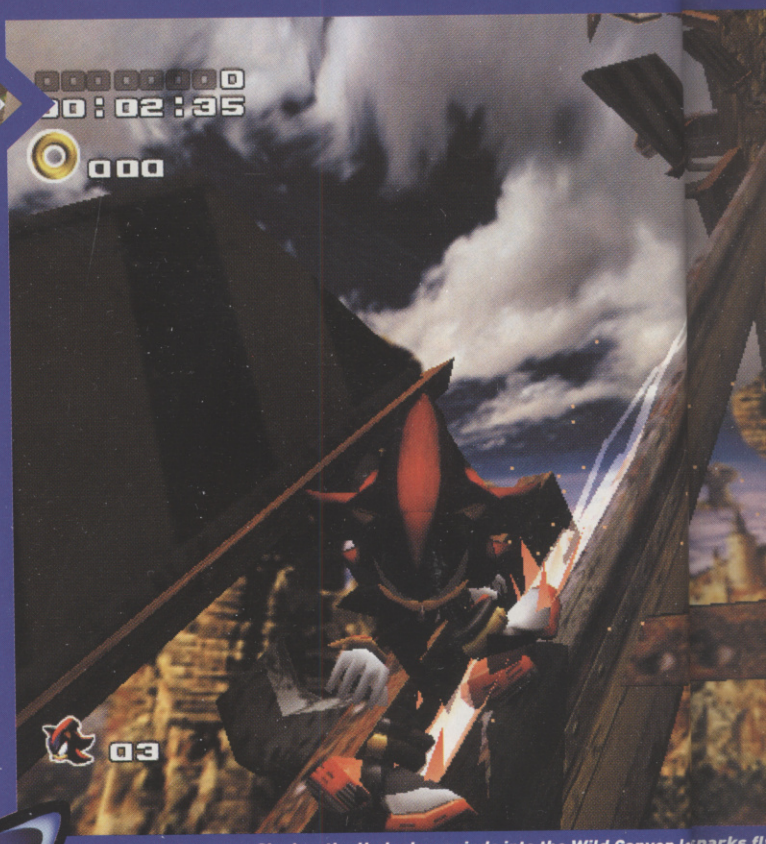
CITY CRISIS 86

Leap off the end of this rail and grab the horizontal bar to carry on your grind

GRIND-A-RAMA

You get a taste of Sonic's rail slide move in the first level, City Escape, but it really comes into its own later in the game where whole stages require high-speed grinding and jumping. This is what makes the game feel like 'classic' Sonic; because you're not worrying about negotiating 3D hazards, you can just have fun pegging it around as fast possible. Cool!



The mysterious new Shadow the Hedgehog grinds into the Wild Canyon le parks fl trainers. Most of this stage is set high up, with lots of rails to speed down giant fans

Sonic

He's faster than light and coole tha

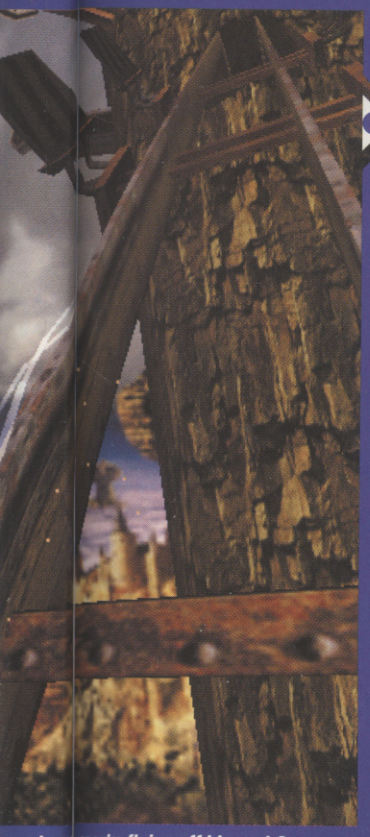
COST: **£29.99**
OUT: **NOW**
PLAYERS: **1-2**
DEVELOPER: **SONIC TEAM**
PUBLISHER: **SEGA**

Sonic the Hedgehog is ten years old. In game years that makes him the equivalent of Sean Connery, with only Mario and Pac-Man longer in the tooth. He towers over Rayman and Lara Croft like grizzled action hero Connery lords it over Bruce Willis and even Arnie. Only Sonic is still very much alive and is supple enough to run down skyscrapers and defy gravity on a daily basis. And run down buildings he must, because long-term nemesis Dr Eggman is causing trouble once again, stealing Chaos Emeralds to power his diabolical death machines. Naturally only Sonic can stop him, but in a nod to his old age, this time he's brought mates to help him out. Which is fine until he discovers Eggman has assistance of his own.

HISTORY LESSON

If you remember the first ever Sonic game on the Mega Drive, you're old. Get over it. If you don't, it was a revolution for its time with faster, more colourful graphics than anything we'd seen before and a main character with more than a hint of personality. This theme has continued throughout Sonic's decade of stardom (over 25 games at the last count) and Sonic Adventure 2 takes things to

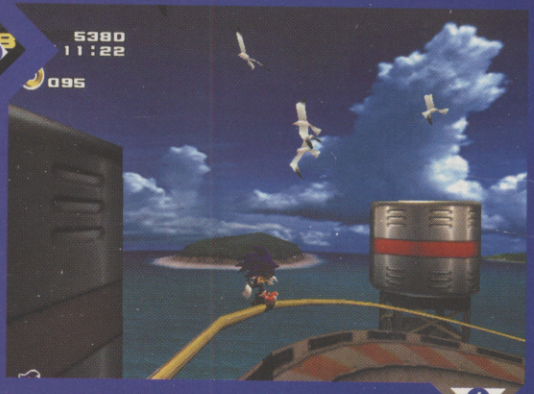
Shadow jump-dashes into trouble

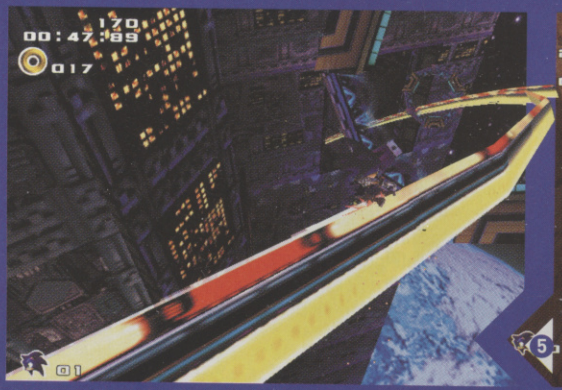


nyon leve sparks flying off his cool Soap
down and giant fans blowing you even higher

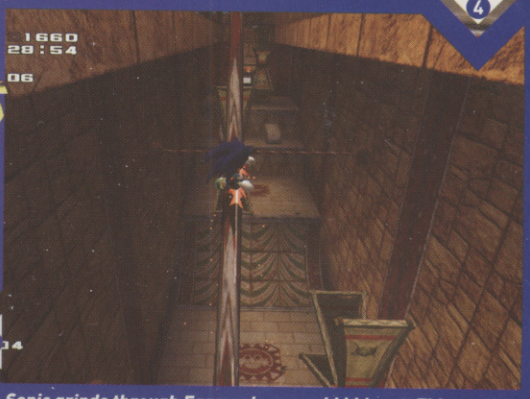
The jungle levels are jam-packed with stuff to grind

Incidental details like those birds make SA2 so cool





Sonic and Shadow take their feud into outer space, where the action is often too fast to keep up with. Just don't fall...



Sonic grinds through Eggman's pyramid hideout. This really does look like an old Sonic game done properly in 3D

Adventure 2

oler than you. Sonic returns and demands your respect

Sonic continues to avoid becoming roadkill the only way he knows – by running extremely quickly

breaking point with gameplay so fast sometimes you wonder how your fingers and brain can keep up.

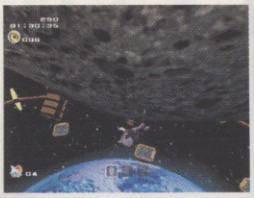
Chucking out the pseudo role-playing bits that made SA1 a bit of a chore at times, SA2 is split into two storylines – Hero and Dark. Hero lets you control Sonic, Tails and Knuckles, both long-time Sonic cohorts. The Dark side is Dr Eggman's domain, with his new friends Shadow the Hedgehog and Rouge the Bat. Both plots cross each other from time to time, and all characters have their opposite number on the other side.

So while Sonic faces off against the evil Shadow, Knuckles competes with Rouge to find buried Chaos Emeralds, while Tails takes on Eggman in his transforming plane/robot suit thing. This effectively further splits the game into three different play styles, ranging from all-out sprints to slightly more thoughtful platform shooting and exploring.

CVG FACT

Sonic Adventure 2 is being released everywhere in the world on the same day to celebrate Sonic the Hedgehog's tenth birthday. Ahhhh!

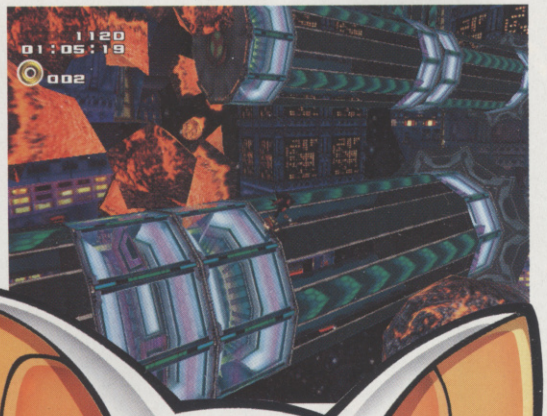
Knuckles gets haunted on spooky Pumpkin Hill



Running upside down is cool

Find the Chao Keys

Avoiding burning meteorites is all in a day's work for Shadow



RIDE THE ROLLERCOASTER

The 30 action stages take Sonic and chums from the middle of the ocean to the depths of space, via baking deserts, lush forests and bustling cities. Pretty much all the platform game cliches, except the ice level.

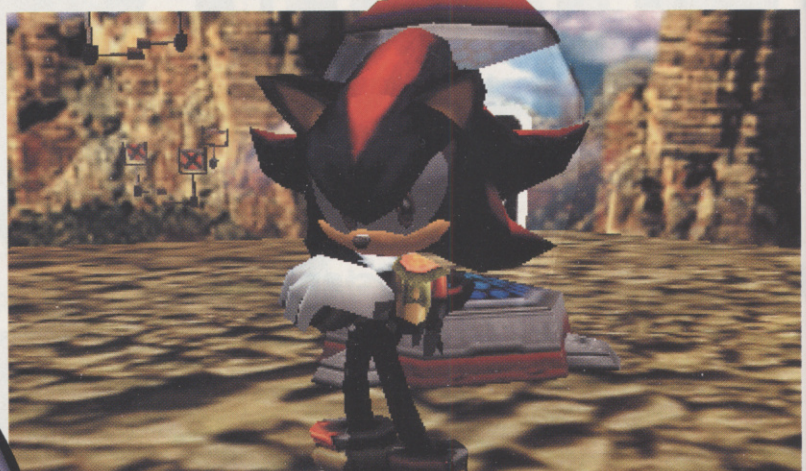
But we can forgive this, because when you're flashing past at a thousand miles per hour it all looks amazing, and with long stretches where Sonic or Shadow grind along impossibly shaped rails through ancient temples or pristine space stations, it feels like that original Mega Drive game brought bang up to date. Sonic Adventure had a good crack, but this returns to that 'run as fast you can' vibe without the nastiness of 3D platforming.

At the end of a level, you're rated from A to E. Usually this is based on time taken, but also takes into account rings collected, baddies stomped and stunts pulled. Once a level is in the bag, you can go back and try to improve your score, or attempt one of the other four challenges that become available. With 180 Sonic emblems to collect, all these extras will keep you at the game for ages, even if the main adventure can be completed in a few days.

ELECTRIC FRIENDS

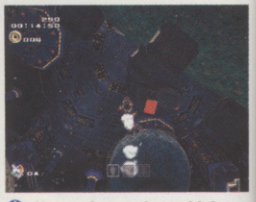
Returning from SA 1 are the Chaos, the little AI critters that lived in your memory card and evolved if you fed them and

Shadow is Sonic's new arch-enemy. Who's cooler, black or blue? We can't decide...



Rouge the Bat is the other cool new character in Sonic Adventure 2

Monitors give you clues



Use rockets to boost higher

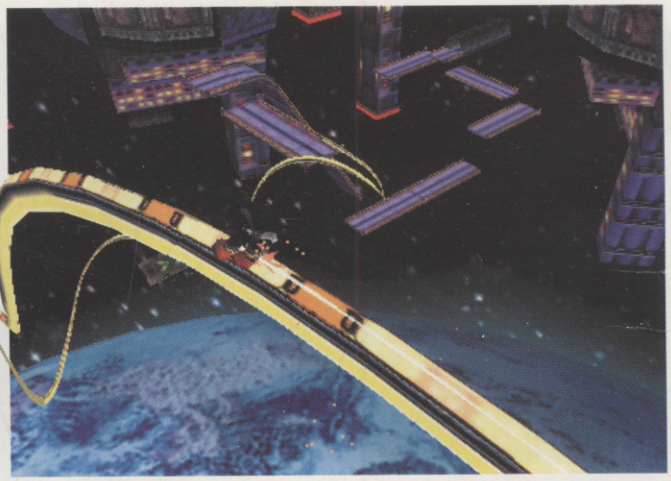
BREAKING THE SPEED LIMIT

Thought Sonic games were fast? Sonic Adventure 2 takes speed to a new level with the addition of the Light Dash, a move that lets Sonic and Shadow move instantly along trails of rings. Use it to leap enormous gaps, move effortlessly through deep space or just run really, really, really quickly. Chasing rings with a Light Dash can also boost you to otherwise inaccessible areas of a level.

Using the Light Dash, Sonic moves so fast you can see after-images

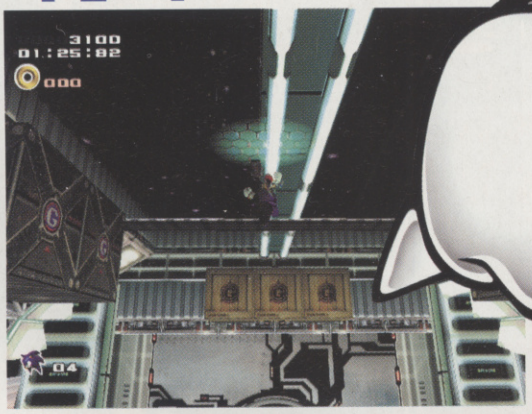
Use the move to leap over massive gaps in the level...

...or to jump from platform to platform and reach new areas



Why can't Alton Towers open a park in space? That'd be awesome...

Sonic gets vertical in deep space



In this level you play with gravity to solve puzzles

treated them nicely. They're able to learn new skills now, thanks to the addition of the Chao kindergarten, and you can drop presents like toys or TVs into their world to keep them busy. But you need to handle them with care, since a badly raised Chao might turn evil (you'll know it when you see it) and upset all its mates.

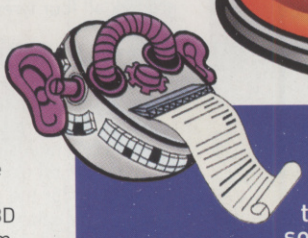
Sonic games have dabbled with multiplayer modes over the years, but Sonic Adventure 2 is the first one where it really comes together. Mirroring the main adventure, there are three split-screen play styles: Sonic vs Shadow races, Knuckles vs Rouge emerald hunts and Tails vs Eggman arena deathmatches. All three feature opponent-thwarting power-ups, but races are the coolest, with items that stop time, reverse the other player's controls or even scatter all their rings.

STEADY-CAM

One of the biggest problems with Sonic Adventure was the camera angles, which often swooped into an awkward position at just the wrong moment, causing you to plummet to your doom as an easy jump became impossible to judge. Sonic Adventure 2 is a lot more under control in this respect, but it's still possible to fall off things for no particular reason, especially in the slower Tails and Eggman levels where accuracy is key.

We can overlook this, since most 3D action games suffer the same problem and it could be much worse. But while Sonic stars in a fantastic-looking, entertaining, rollercoaster ride of a game, it's not as inventive as we were hoping. All the classic Sonic elements are there, sure, but there's nothing really new and while you'll enjoy every second you might be left wanting more. What there is, though, is brilliant, and that's enough for us.

Now might not be the time to look down



CVG RECKONS

All the things we love that make Sonic games so damn cool are here in spades, but it's not like you're seeing anything really new. Slightly lazy, but exuding sheer brilliance. **Steve F**

8

If you like this try these...
Rayman Revolution (PS2), Banjo Tooie (N64)

ATV Offroad

A fuel-injected kick of pure adrenalin up your jacksy

COST: **£39.99**
OUT: **JULY 13**
PLAYERS: **4**
DEVELOPER: **RAINBOW STUDIOS**
PUBLISHER: **SONY**

Bloody typical. No decent racers on PS2 for ages and then two come along at once – Gran Turismo 3 and this, ATV Offroad Fury. But which is better? Well, comparing two pair is like comparing a 200mph white-knuckle drive through central London to riding a monster truck across the cratered surface of the moon – although they're both heart-stopping experiences you'll love, it's for two very different reasons.

BRACE YOURSELF

While Gran Turismo 3 is a racing game behemoth that'll chew you up and spit you out unless you put in a lot of hours of practice, ATV is all about having a quick, fun blast. It feels right, it looks right and it's very easy to get into.

You're into the action within seconds – just choose one of the dozen or so quad bikes and get off-road. However, you might want to take a little more time getting your bike right first. One quad handles slightly different from the next, and getting the right balance of speed and suspension is critical if you want to survive the sand, mud, rock and grass tracks that really push the bike to its limit.

The coolest thing about the game is its realistic physics engine, which makes the bike react convincingly, so you feel every bump in the road. Hit a slope at speed and your little guy is catapulted off his seat and thrown in the air, so the key to staying in control is in shifting the rider's weight so that when your bike lands on the ground, all four tyres hit at the same time.

Varied courses and devious opponents make this one of the most exciting racers on PlayStation 2

Dirt from the back wheels hits the camera – cool!

Attempting a doughnut on the side of a steep hill

We ride off into the virtual sunset

There's always a close battle to the finish

LOOK MA, NO TEETH!

The realistic physics also plays a huge part when you crash – something you'll soon get *very* used to with all those deep ravines and steep slopes to negotiate. Launch yourself from the crest of a hill and prepare for the unknown on the other side. Get the balance of the bike wrong in mid-air and on impact with the ground your rider will be thrown straight off in spectacular style. It can be almost as much fun as the racing.

While you're cutting a path through the air, there are a handful of death-defying tricks you can perform, from simple Seat Grabs to more dangerous Bar Hop, although these are only really important in the Stunt Competition.

CVG FACT

The game engine can generate up to 100,000 trees, bushes or other natural objects in each environment. Eco-ly cow, Batman!

MIND THAT BRANCH

Balls-out racing is where ATV Offroad Fury really shines, with such great course designs you're forced to learn how to ride each bump rather than simply burning around with only a care for the other riders. In parts, the tracks are very wide, so you've got plenty of space to sneak up the inside, while others are tight so the only way to take the lead is to jump over the other riders.

Trackside objects also play a big part in the race, with unforgiving collision detection that punishes you if you take a corner too tight or catch a bank of tyres as you powerslide past.

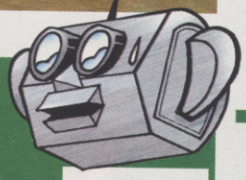
And no matter how many times you bail in spectacular fashion, ATV Offroad Fury is the most fun you can have on four wheels, certainly on PS2. It's rammed with game modes and the two or four-player game's is a real crack, so there's more than enough meaty gameplay to keep you gagging for more.

Fury

Get extra speed from riding down the hill to take the lead

It's wheel-to-wheel action in every race

Mastering these jumps is tough



CVG RECKONS

Realistic environments, excellent handling and responsive controls make this racer worth getting revved up for. If your throttle is set to fun, you'll be quads in with this. **Alex H**

8

If you like this try these...
SSX Snowboarding (PS2), Wave Race (N64)

You'll be punished if you take a short cut through the trees to avoid sharp bends

The Enduro race courses are large and open, but you must pass each checkpoint

Put the power on, pull back on the analogue stick and pop a wheelie

Gorgeous landscapes, eh?

BUMP 'N' GRIND

A minute after taking one of these bikes out for a spin you'll have an inane grin spread across your face. It's that much fun. The handling feels realistic and the grinding crashes will have you wincing in pain. The freestyle courses will leave your jaw on the floor due to the scale and appearance. You can ride around these for hours, just playing with the camera angles and popping wheelies.

Be careful when jumping – other riders can land on you, knocking you off

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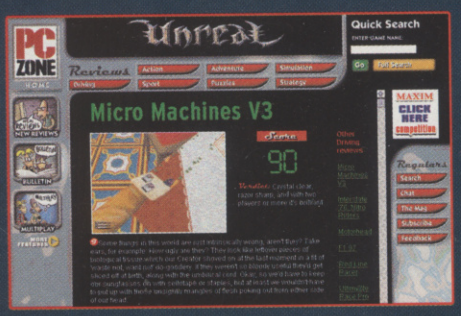

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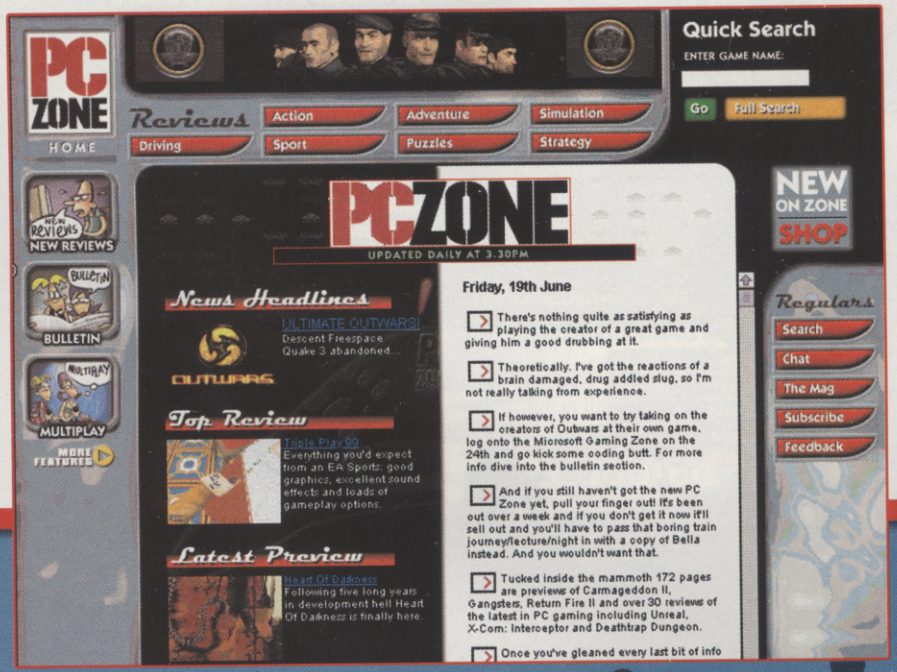

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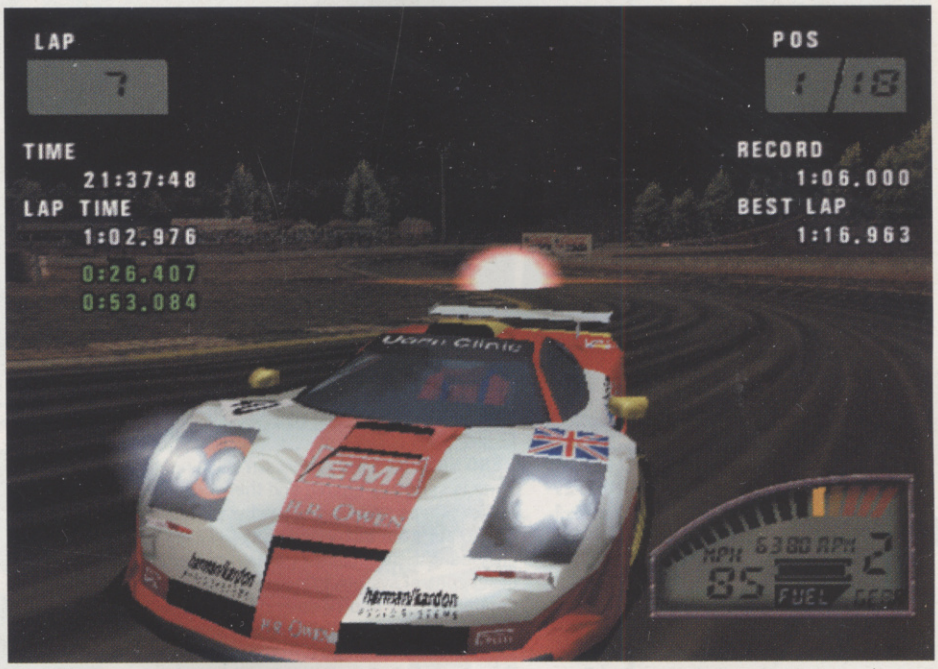
Le Mans 24 Hours

Dusk 'til dawn arcade racing for the masses

COST: **£39.99**
OUT: **NOW**
PLAYERS: **1-2**
DEVELOPER: **INFOGRAMES**
PUBLISHER: **INFOGRAMES**

Storming along at 190mph with 23 speed-freaks sitting on your tail should get you sweating like a turkey at Christmas. But even though the cars handle well and shift like diarrhoea off a well-oiled shovel, any excitement is soon dampened by a set of tracks that almost made us fall asleep at the wheel.



Keep an eye on your tail with the rear-view camera to stop the guy behind sneaking past

THE LONG ROAD AHEAD

As you roar around the 12 courses, you'll wonder if they were designed by Romans. There's a long straight, followed by another, then a slightly shorter straight, followed by... you get the idea. You can almost switch on cruise control as there's so much time between corners. But when you do eventually hit a hairpin, at least the feeling of speed is spot on.

Le Mans has both the instant playability of an arcade racer and the in-depth options of a simulation, and, with some pre-race tinkering like tweaking engines and handling, you can crank up the difficulty to suit your skills.

Compared to the DC version, Le Mans on PS2 has more cars, tracks, and better graphics, but the DC's four-player mode has been reduced to two-player. It's an irritating omission, and the two-player mode is doomed before you complete your first lap because of the tedious tracks which leave little room for neck-and-neck action. Head-to-head fun with a mate? More like two heads bashed against the nearest wall in frustration.

FUN FOR A BIT, THEN...

Don't spend hours practising, just pick up the pad, get trackside and put your foot down. But after a few minutes of tearing along in top cars at breakneck speeds, you realise Le Mans is a test of concentration and patience rather than a thrill-a-minute racing bonanza.

Use the long straights to plan manoeuvres and slip past the opposition

Blink near a corner and you can spin out. Simply over-steer to regain control

The two-player tracks are dull

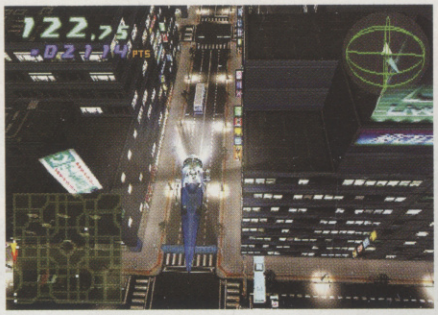
CVG RECKONS

Okay for a bit but dull-as-dish water tracks soon spoil the fun. And the 24-hour race is more like torture. **Mike**

6

If you like this try these...
Gran Turismo 3 (PS2), MSR (DC)

Each of the four helicopters handles differently



You can't see far using the aerial camera angle

Water missiles have automatic targeting

City Crisis

Arcade fire-fighting action hits the mark

COST: **£39.99**
OUT: **JULY 27**
PLAYERS: **1**
DEVELOPER: **SYSCOM ENTERTAINMENT**
PUBLISHER: **TAKE 2**

Chaos erupts as infernos spread through a sprawling metropolis. It's up to you to save the city in assorted fire-fighting helicopters. You're racing the clock, bolting around the city desperately dousing blazes with water cannons and missiles, while winching up stranded civilians before they're flame-grilled as a Burger King Whopper.

HERO SCHOOL

Time is seriously limited and the word 'faster' keeps spinning around your head as you play, but fortunately City Crisis is blessed with super-slick gameplay and a great control system that makes it fiendishly easy to pick up and play.

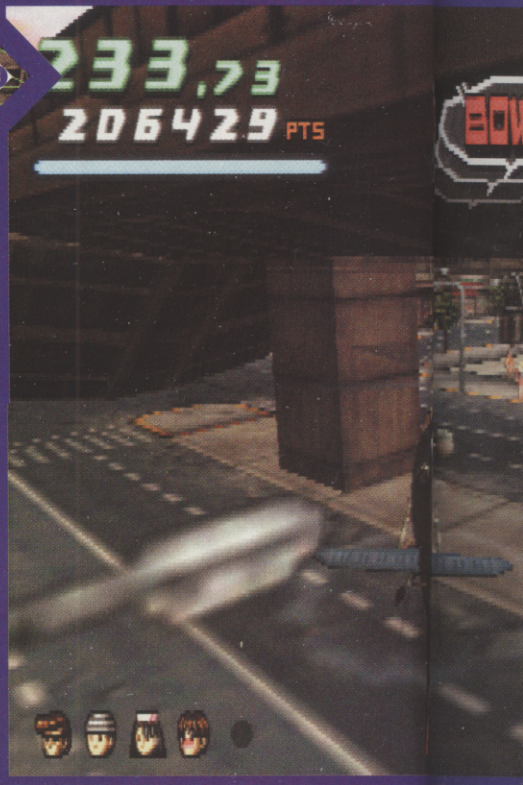
A brief stint in Training mode gets you to grips with the skills necessary to save a city engulfed in flames, and you're immediately impressed by how natural it feels to manoeuver your helicopter using the dual analogue controls.

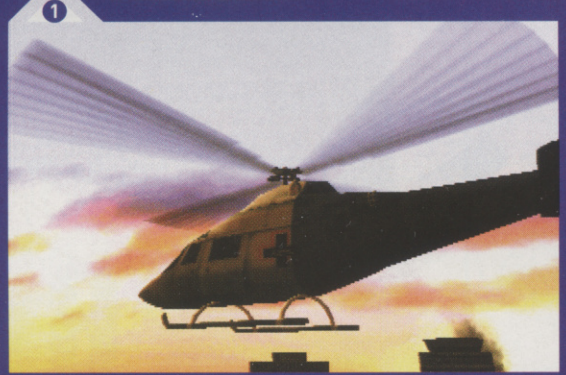
It's rare to find a set of controls that fit the style of a game so perfectly, but City Crisis has hit the nail right on the head.

Mission objectives include pursuing a runaway car

Rescue a helpless maiden from a burning rooftop

It's carnage all around as you search for survivors





In Disaster Rescue mode there are no maps, so it's just a case of hunting for survivors. Arrive on the scene and get looking

DISASTROUSLY GOOD

For a swift taste of what City Crisis is all about, look no further than Disaster Rescue mode. An unforeseen catastrophe has hit the city and you have to hunt for survivors amid the blazing ruins. Carnage lays all around you, houses are burning and people are dying. You've just got to start rescuing. Quick. There's no map, just follow the screams of the injured to where the people are. This is where City Crisis is at its best. In fact it's so entertaining it makes for a great spectator sport. Simply sit back, put your feet up and enjoy the ride.

Take the quickest route – through the underpass –

to save

Weave through the narrow city streets and avoid collision as you hunt down the hijacked bus

Dampen the blaze with an H20 missile

Another visual treat: as you're putting out a fire over some tracks, a train whistles past

Within minutes you'll find yourself in the blood and sweat-stained boots of a fully fledged action hero, flying full speed into the jaws of danger.

LIGHTS, CAMERA, ACTION

The missions make you feel like you've been thrown head first into a disaster movie blockbuster. Saving kids from a school building engulfed in flames, dealing with a burning city at night and even putting out a fire on another helicopter are just a few of the rescue challenges confronting you.

Such scenarios seen on the big screen might make you let out cheese-induced groans, but the adrenalin rush on PS2 is an altogether different experience. The feeling as you expertly leg it from one fire to another in a race against time, while weaving through skyscrapers and other hazards is fast, fresh and exhilarating.

THE CHASE IS ON

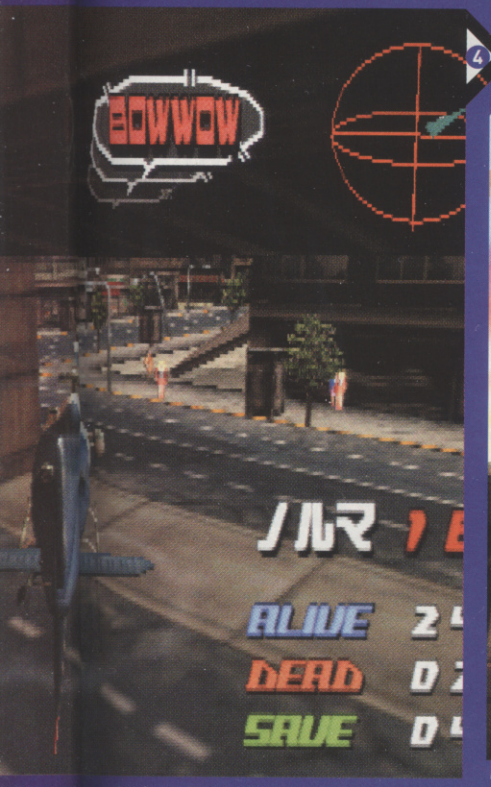
As well as your Rescue missions, City Crisis sees you hang up your fire-fighting gear in return for a giant spotlight in the Chase missions. There are only a couple on offer, but both are every bit as hectic as Rescue mode as you race to track down and corner a hijacked bus or buzz-dive a runaway sports car before they escape the city. The aim here is very basic: get close to the vehicles to rack up points, but staying close not that easy as they lead you through the maze of streets, around billboards and down tunnels.

CVG FACT

City Crisis was kept quiet because Take 2 feared it would bomb, so most gamers will hardly have heard of it before it goes on sale. D'oh!

WILDFIRE

Some fine gameplay touches are scattered throughout City Crisis. One of the coolest is how the fires behave. The flames don't



...to save a trapped puppy. Ahhhh!

Feel the glory as you winch up another helpless victim to safety, but don't let up as there are loads more people to save before the day is out. What is it that they say? Oh yeh – a hero's job is never done. Too true

There are loads of street-level fires which call for precision flying or you're sure to damage your chopper The best tactic here is to totally extinguish the smaller fires before they spread

The radar's yellow arrow points the way

simply sit there and burn – they're alive. So, if you don't deal with fires quickly enough then the flames will spread, giving each scenario a real sense of urgency and testing your fire-fighting skills to the max.

Any city folk calling out for help are destined for certain crispy death unless you swoop in sharpish and save them. And as in a real disaster, some citizens are in worse shape than others, so it's important to prioritise and get the critical cases out of danger first or they'll kick the bucket, which won't help you rack up points. This adds a pinch of strategy to the action as you're forced to tackle certain areas of each fire first. We like.

UPS AND DOWNS

City Crisis isn't without its faults though, the biggest of which is the lack of a multiplayer option. This is a real downer as there's so much potential for aerial conflict and challenges. What's more, even though there are unlockable missions in City Crisis, frankly there still aren't enough levels for our liking.

That said, these downers don't put too much of a dampener on what is otherwise a hot game. The missions and modes available are so sweet you'll want to keep replaying them, honing your skills and trying to squeeze in a few hundred extra points on your previous best score.

Controlling a huge fire calls for fast and strategic fire-fighting skills. Aim at the base of the blaze for optimum effect. Hit it with a few water missiles and follow through with some heavy duty water jet action

CVG RECKONS

With its fine arcade gameplay, fighting raging infernos in City Crisis could really light your fire. If only it were bigger and with some kind of a multiplayer option. **Mike**

8

If you like this try these...
Crazy Taxi (PS2, DC)

TECHNICOLOUR YAWN

Outtrigger's early missions are so sedate it's easy to think counter-terrorism is a cinch. The rude awakening comes with battle arena bouts against a team of terrorists. Trapped in the claustrophobic gameworlds, you belt around, vainly trying to fire off an accurate shot. Control and balance are lost as the enemy flashes past. It screws with your head, and you're likely to end up puking.

Stand still and shoot the brightly targeted terrorist. No problem?

Argh, it moves so fast

You'll kill by luck, not skill

Frag the terrorists and collect the shiny tokens they leave behind for points

Read those pesky terrorists the riot act with the flame-thrower

Outtrigger

A blaster so fast you'll puke your ring

COST: **£29.99**
OUT: **JULY 20**
PLAYERS: **1-4**
DEVELOPER: **AM2**
PUBLISHER: **SEGA**

Hot lead is flying everywhere. You're blasting your way through more bullets than they did on the set of Pearl Harbor and terrorists are going down everywhere. The only problem is, you're too busy flailing around uncontrollably to feel smug with your killing spree.

You see, killing in Outtrigger is more luck than skill. As some half-crazed dictator might have once said, 'Control is everything'. And Outtrigger just doesn't cut it here. Despite all its shiny visuals, when it comes to actual playability it just doesn't do the business.

OOPS, YOU'RE DEAD

The one-player game is mission-based, with objectives varying from simple seek-and-destroy attacks on terrorist groups, to locating and using specific weapon power-ups to show off your lightning-fast fragging skills. While the first few are unchallenging, things start to hot up very quickly. We challenge you to keep your cool in the middle of a team battle, where you're surrounded by a load of crack-shot bots intent on vetilating your head with lead. It's made ten times worse by the awkard control system, which jerks around making it damn near impossible to take a steady aim.

Then there's the multiplayer, which is essentially a one to four-player deathmatch similar to classic Quake fragging. Thing is, Outtrigger isn't as smooth or skillful as Quake 3: Arena on DC, so what's the point?

CVG FACT

Outtrigger was developed by top gaming guru Yu Suzuki's AM2 team who also made the likes of Shenmue, Virtua Fighter and Space Harrier.

Shoot hostages and you'll suffer penalties

You can play in first-person mode...

...or third-person mode

CVG RECKONS

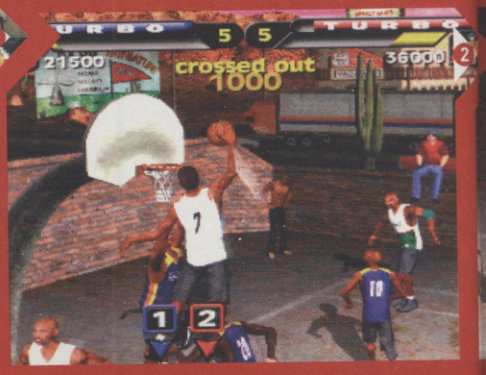
Some arcade-style games are best played in arcades. This is one of them. Demand more for £30. **Maura**

5

If you like this try these...
Confidential Mission (DC)

Get up there my son! The defender does his best to stop the ball sinking but the old 'lie down in mid air' trick is enough to ensure the point. The scoring moves look mental but are a piece of cake to pull off

Rack up trick points and gain scoring bonuses



Balls bounce o rim, the

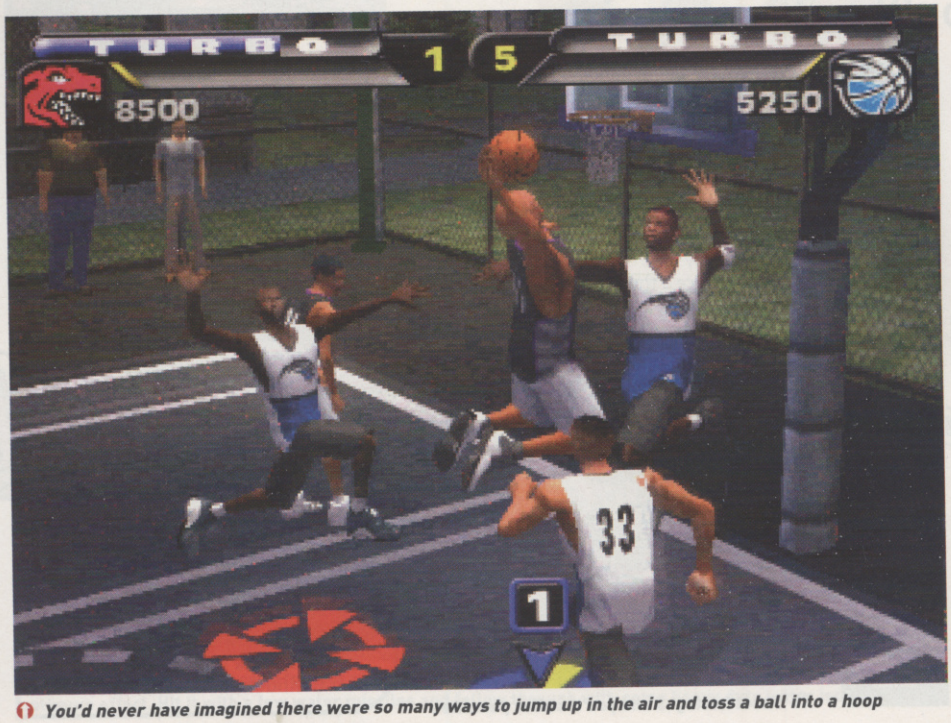
DON'T MISS A TRICK

Some of the little touches and flashy extras help keep the non-basketball fan's attention. You'll really feel in the land of the videogame righteous when you see your first Game Breaker move.

The camera slows down. The colours on screen bleach out as though lit by a sheet of lightning. The camera spins and cuts to ever more exciting angles as the ball is slammed through the basket, destroying the hoop in a blast of blinding light and winning the match once and for all.

NBA Street

Basketball hits the streets. Problem is, it may not be up your alley



You'd never have imagined there were so many ways to jump up in the air and toss a ball into a hoop

COST: **£39.99**
OUT: **NOW**
PLAYERS: **1-2**
DEVELOPER: **EA SPORTS BIG**
PUBLISHER: **EA**

It's hard not to enjoy your first game of NBA Street. There's three of you and three of them, all waiting to dive-bomb the opposition hoop. You whip passes around like a b-balling Beckham. And to cap it all off you score basket after basket with aerial slam-dunks that Michael Jordan could only dream of.

It's so easy to get into that even a novice can give a veteran a hard time with little more than vaguely informed button-bashing. But the problem with this is that you soon wish for a little more depth and subtlety to the action.

KEEPING IT UN-REAL

The whole thing feels much like NBA does on the TV. It's fast and glamorous. Hip hop pumps out, the players perform impossibly skillful feints and shots, high-fiving each other after each basket. But the action here is not under the glare of the TV lights in front of a stadium packed with hot dog-

Players dive bomb the hoop like nukes in Nikes

unce off the rim, the frame clattering from the impact – sweet

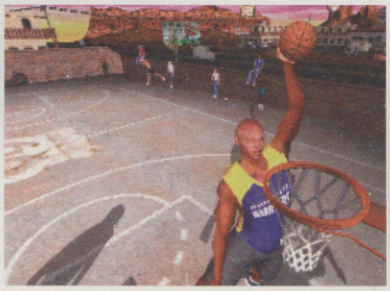
The allez-oop is a tasty manoeuvre. One guy has the ball outside the zone. His mate charges the hoop and leaps. The ball carrier chucks it to him, he catches it mid-leap and slams it down. It sure feels good

munching Americans, all a-whoopin' and a-hollerin'. This is grass roots b-ball, played in the 'hood on concrete courts and it's first to 21 points who wins.

You choose your lanky line-up from players from proper teams, but that's where the real-life stuff ends. The rule book is out of the window. There are no fouls. Defenders are sent flying. Goal tending is fine. And trick combos stack up points that can mean each basket you score increases in value.

EASY STREET

The controls are dead simple. Passing, shooting, blocking and stealing are all just a single button press away, while combos on the shoulder buttons together with Square pull out a bewildering array of trick moves. More advanced moves are in there if you want to dig deep – pump fakes, allez-oops and other strangely named specialities are all available. But half the time you can win without these and a good old-fashioned random hammering of the pass and shoot buttons seems all you need to net reams of points.



What can we say? Looks mint, don't it?

CVG FACT

Last season, the NBA's highest earner was Kevin Garrett with $19.6m. In the Premier League it was Boksic with around $5.5m.

Make the winning shot a slam dunk and the hoop gets wasted

VISUAL FLAIR

As far as looks are concerned, you're left in no doubt that you're playing on the most advanced console as yet available to man. The players keep the ball bouncing with the kind of animation that would have had a ring of foam around Walt Disney's mouth.

The familiar faces are recreated brilliantly with Michael Jordan, Shaq and Kobe Bryant all making an appearance. Put the ball through the basket after a move combo and you are treated to a replay with the slo-mo camera panning and cutting to translate your series of random button presses into a stunning hoop attack.

WORTH BUYING?

Before you buy NBA Street you have to ask yourself, "Do I like basketball?", because if you don't, then this won't float your boat for long. You won't have the patience or desire to learn the deeper moves, and will wonder why you should bother in the first place as your manic and near random button presses bring you win after win.

Let's face it, this game was made for the US market and, like the sport, will only find a limited audience here.

CVG RECKONS

Looks great, plays smoothly and is a lot of fun for a while. But a good basketball game is a bit like a good episode of Richard and Judy in that most of us in the UK couldn't really care less. **Steve O**

7

If you like this try these...
NBA 2K1 (DC), NBA Live 2001 (PS2)

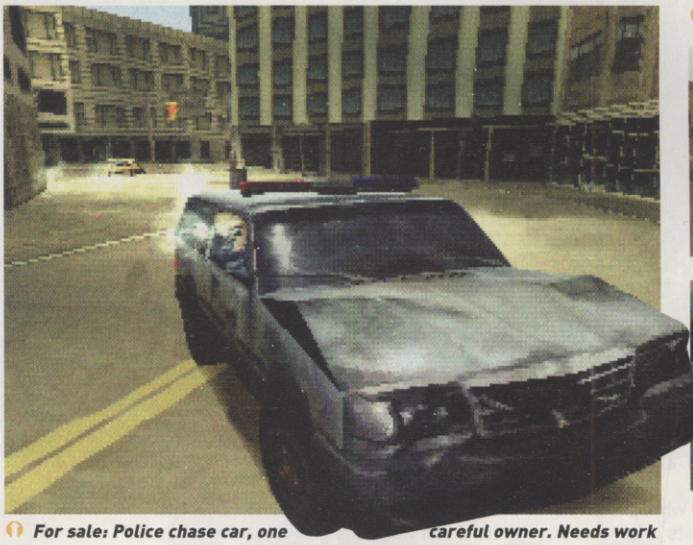
World's Scariest Police Chases

Become a gun-wielding maniac in a car – join the police

COST: **£29.99**
OUT: **JUNE 29**
PLAYERS: **1-2**
DEVELOPER: **ASYLUM STUDIOS**
PUBLISHER: **ACTIVISION**

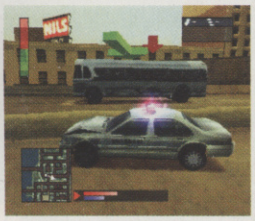
When NWA sang '100 miles and Runnin', Dr Dre and the boys rapped about outrunning the FBI across LA. On the cover there's a picture of the gang and a pursuing police chopper tearing up the city with rockets. Surely one of the world's scariest police chases? But you won't find it here, it's made up. Hell, they weren't even driving a car.

The action in World's Scariest Police Chases is based on the TV series of the same name, which shows the US police in real-life, high-speed chase situations. Joyriders, gang-bangers, masked gunmen, whoever – if they're driving a car



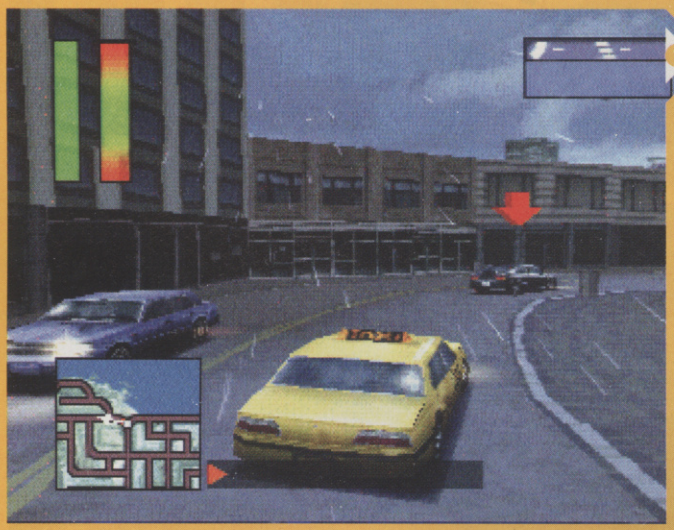
For sale: Police chase car, one careful owner. Needs work

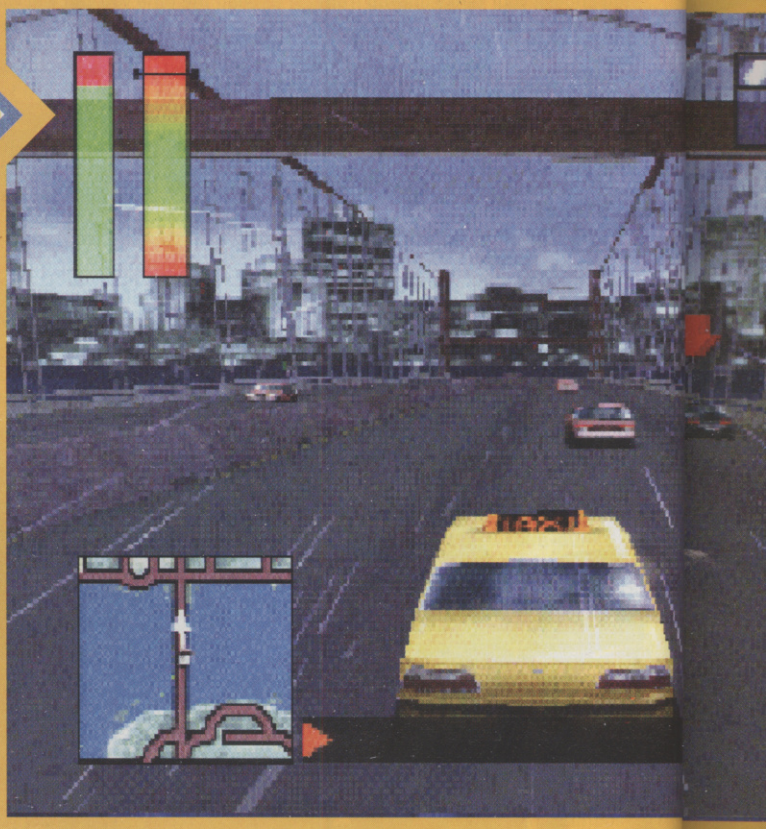
Madman on the bus!



Handbrake turns in a van full of explosives. Cool

A night-time stake-out. Your quarry's on the move. Handily, the game will tell you who the quarry is with that big red arrow. Drop your doughnut and follow





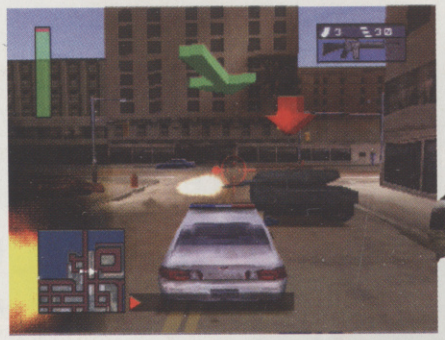
Get too close and he'll rumble you. Stay too far back and you'll lose him. Basically the trick is to keep the right distance while you gawp at the scenery

GOING UNDERCOVER

Being a cop isn't a bad job. You get a company car loaded with handguns and rifles. But it's not all ramming suspects off the road, dragging them from the car by their hair and forcing their stupid face onto the pavement at gunpoint, while screaming at them to shut up until they crap their pants. That comes later. Sometimes you've got to be patient and wait for them to do something wrong first.

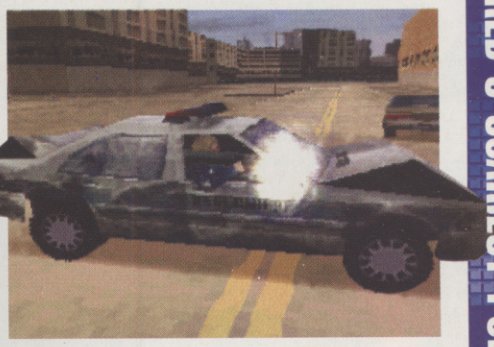
This is where going undercover comes in. For this section of the game, you get to leave your standard cop car in the care of loving mechanics while you take a Noo Yawk cab to go look for all the bad guys.

How to upset workmen in one easy lesson



Yes, that really is a bloody great tank. Yes it is firing at you. Yes, you probably require back-up

Standard baton, now with heat-seeking missile



at high speed with the cops on their tail, it's good enough for the show. Even if it ends in a fireball of death.

DIRECTIVE ONE: SERVE THE PUBLIC

You are the law. A state trooper bringing justice to the streets of a US city called Ashland. Each level plays like a clip from the TV show. There's even voice intros from the presenter, Jon Bunnell, who sounds like a camp, scary Jerry Springer.

The difficulty is perfectly graded, easing you into the driver's seat with Police Academy training before you hit the road to face drunk-drivers and crazed car thieves. The aim is to disable the suspect vehicle, either by ramming it or, in desperate cases, gunning it to pieces.

Each mission drops you convincingly into a situation. For example, if your quarry throws evidence from the car, you have to race back to get it. In one case you escort an ambulance to hospital, clearing a path through rush-hour traffic.

CVG FACT

Rapper Ice-T was supposedly going to do the voice commentary for the 'criminal' missions originally planned. Sadly though, no crimes means no rhymes

But the missions soon surpass anything you'd see in the TV show. It's unlikely there's an episode featuring a madman who's planted bombs around the city with only five minutes to locate and diffuse them, but it happens here.

DIRECTIVE TWO: USE THE MAP

The graphics initially look horribly simple, but it soon becomes clear why – the city is massive! And it's all there, in every level. In most missions, you don't have the time to go on a sight-seeing tour, but play the Free Patrol mode and you can cruise anywhere, from downtown to the docks.

Hell, it takes ten minutes to drive from one side to other and feels bigger than the city in Crazy Taxi.

The one-player mission and Free Patrol modes are excellent fun. Chasing bad guys, siren screaming, with your AK-47 pumping into busy traffic is exhilarating. But it's a pity there aren't more features. Rumour had it you'd be able to play as the criminal, outrunning the cops. No such luck.

Likewise, there's only a two-player co-operative mode: one of you drives, the other shoots. It's a laugh, but could have been vastly improved by letting one use a lightgun. Still, what's here is entertaining, so much so the police should consider using this for recruitment. We're not sure how the UK public would approve of cops ramming drunk-drivers off the road after filling them with lead though...

CVG RECKONS

Shame it hasn't got a two-player deathmatch, but still a class, original PSone title. **Tom**

8

If you like this try these...
Driver 2 (PS1), Dukes Of Hazzard(PS1)

If you've done it right, you'll have stuck to him like glue. This trail leads to the seedy docks. And a deal's going down

You've been rumbled! Time to drop the disguise and get him. Stick the cherry on the roof, burn rubber and take him down

Now to visit his family and break the tragic news...

Get the case – you'll need evidence to justify his execution

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G109

GO QUEST, YOUNG MAN

This poor gal sends you off to find old man Grumpos...

Like all the best RPGs, Anachronox sends you off on quests within quests. The universe you travel through is well realised, so you'll be happy to wander around for ages racking up experience points, meeting folks... and battering them.

who wants you to find a size 5 helmet...

and then go down into caves to relieve aggression

Combat becomes very tactical later on in the game

Like in Final Fantasy, there are loads of sub-games. In this 2D scrolling chase section you have to escape your pursuers to succeed

Anachronox

If looks could kill, this would be a fluffy bunny. Hiding grenades

COST: **£29.99**
OUT: **NOW**
PLAYERS: **1**
DEVELOPER: **ION STORM**
PUBLISHER: **EIDOS INTERACTIVE**

You've waited three years for this. You select 'new game'. It loads. Your excited grin fades. The graphics are a bit pants, like something from the mists of gaming history. But don't reach for the receipt just yet. Give it time and there's goodness buried deep inside.

USELESS DICK

This epic role-player has its roots in console adventures such as Final Fantasy and Chrono Trigger, but also has puzzles you'd expect to see in a point-and-click adventure and plays like a sci-fi comedy.

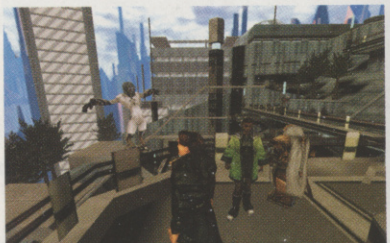
You are 'Sly' Boots, a private detective in Anachronox city who's up to his neck in debt and spends more time drinking than solving cases. In your quest to get some cash, you end up travelling to other planets, battling alien beasts and, of course, saving the universe.

The city is a hive of activity and, despite some awful textures and the really dated graphics, feels like a living, breathing environment. You're free to wander and talk to anyone you want, discovering in the process hidden jokes and sub-quests. But there's loads to do and see so it's rarely boring. The turn-based combat, while boasting special moves and requiring some quick reflexes, isn't the game's strongest point. But the witty dialogue and original puzzles make this one a winner.

CVG FACT

Many sub-games are tributes to arcade classics like Pac-Man. Apparently, a single player deathmatch sub-game was dropped and may appear in a future title.

Er, wrong game, Klingon



Is this from Blade Runner or Total Recall?

CVG RECKONS

The ropey graphics are overshadowed by humour, puzzles and interactive environment. Good stuff. **Steve**

8

If you like this try these...
Final Fantasy VII, VIII or IX (PSone/PC)

Day two of the wedding festivities and your guide, Rummy, demands your presence at the restaurant at 19:30 and hands you a map. You've got two hours to get there

TIME BANDIT

If you arrive at bus stops just in time to see the No 55 pull away, then you're in for a world of clock-watching pain.

Ephemeral Fantasia plays out in real-time and characters your bandit hero meets will often ask you to be in a specific place at a certain time. It is essential that you bust your ass trying to make these appointments if you're to progress and get the chance to recruit otherwise unavailable folk later on.

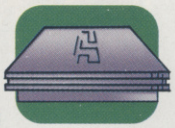
Plan your route quickly

Keep north of the river! Hurry!

Get lost just once and you won't make it

As well as the severe deadline and the ample opportunities to get lost, the restaurant sign isn't visible unless you swivel the camera. Sneaky, or just plain unfair?

Ephe



COST: **£39.99**
OUT: **NOW**
PLAYERS: **1**
DEVELOPER: **KONAMI**
PUBLISHER: **KONAMI**

Island life can be sweet. Local lovelies tanning themselves on sun-kissed beaches and friendly inn-keepers pouring booze down your neck.

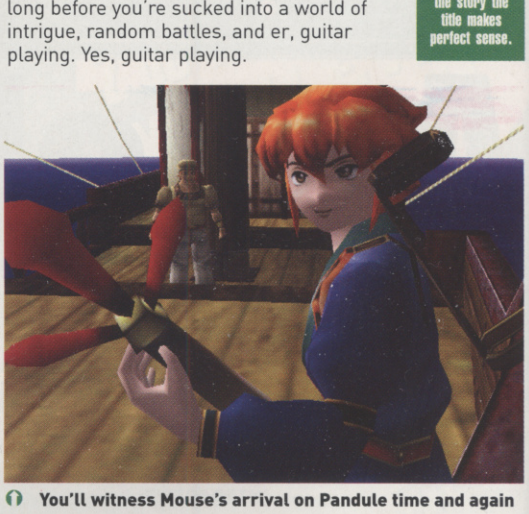
Yet holing up on a small landmass in some remote part of the world has its drawbacks. No burger joints, being the last to get the latest chart releases and, if you're living on the island of Pandule, you've also got demons trying to rip out your heart, a maniacal Lord about to wed a mysteriously apathetic Princess, and a five-day time warp to trouble your head.

INTRIGUE, BATTLES AND... GUITARS

You play Mouse and, despite being a ginger-haired bandit composer with a daft name, you're the hero of Ephemeral Fantasia. You're on a mission to separate the natives from their heirlooms while pretending to be an honest musician. But this is role-playing territory, and it's not long before you're sucked into a world of intrigue, random battles, and er, guitar playing. Yes, guitar playing.

CVG FACT

'Ephemeral' means fleeting and brief. A 'Fantasia' is an imaginative musical arrangement. Trust us: once you've got into the story the title makes perfect sense.



You'll witness Mouse's arrival on Pandule time and again

Pandule's bustling market place is just perfect for meeting new recruits for your quest. I'll have a turnip, please

meral Fantasia

This is Rummy, she's your guide

The battles are standard fare

Play your talking guitar, then whack someone with it

FIVE DAY PARTY

Fantasia eases you into the action with a lengthy sequence starting on the first of five days of wedding celebrations. This time is best spent exploring the main town and getting a feel for the winding streets and meeting the merchants and peddlers who will be useful to you later on. You're also introduced to the idea that you need to be in certain places at particular times for the plot to unfold. The in-game time is just as vital as it was in Shadow of Memories, and it's represented as a clock on screen.

ROCK AROUND THE CLOCK

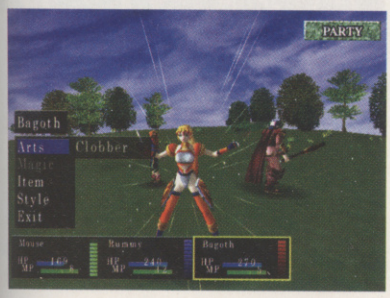
Unfortunately it's this real-time clock system that causes the biggest headaches. Early on, to ensure you don't miss important meetings, you're warped to where you're supposed to be. But a couple of hours in and you must get there on time by yourself, slogging across the island and battling monsters. The deadlines are often so punishing that it's all too easy to miss crucial events.

However, the longer you play the game, the less awkward these deadlines become. And, after five days of wandering around, getting lost and fretting about what plot strands you might have missed by being slow, there's a gob-smacking twist in the story and you're given the chance to do it all over again, a bit wiser.

AXE WIELDING

Anyway, if you miss any important meetings you can always take time out to practise your guitar-playing skills – you don't have to be Hendrix but it's useful for the plot and snarfing cool items in sub-quests. Your guitar has a name, Pattimo, it narrates part of the story and even doubles up as a handy weapon for stunning enemies during scraps. Bok!

The battle interface is logical but not pretty



As well as solving the mystery of the island, Mouse has to compose a song for the royal wedding in rhythm action sections

Special attacks light up the drab scenery

RUB YOU UP

The random battles are pretty much everything anyone with a modest amount of role-playing experience has come to expect, including status-change spells, special attacks and a reasonably satisfying balance of both tactics and action. It's a shame that they look so drab though and that some of the simpler enemies barely have five polygons to rub together.

Aside from the battles, the graphics are pleasant enough, but certainly not a patch on recent DC adventure Grandia 2, and a world away from what we've seen of Final Fantasy X. Shame, really.

CVG RECKONS

Intriguing, full of cool ideas and more fun than any other PS2 RPG. The guitar-plucking sections are a blast. Not for everyone, but a worthy stop-gap until FFX next year. **Lee**

7

If you like this try these...
Grandia 2 (DC), Shadow Of Memories (PS2)

Soldier Of Fortune

Ultra-violence and gallons of blood and gore

COST: **£19.99**
OUT: **JULY 20**
PLAYERS: **1**
DEVELOPER: **RUNECRAFT**
PUBLISHER: **UBI SOFT**

A stubbly thug pops out from the shadows brandishing a handgun. Blam! Blam! Before he knows it, you've blown off both his legs and smeared his head across the subway wall with your trusty 12-gauge shotgun. What's left is a pile of quivering gibs. You don't think twice about stomping over it. Soldier Of Fortune is a ferociously brutal and bloodthirsty Quake-style shooter, and buried beneath all the blood, guts and gore lies some simple and deliciously dark gameplay.

The dark levels mean you must always expect the unexpected. Nice muzzle flash

Interactive environments! You can bust up your surroundings as well as your enemies!

SOLDIER BOY

You fought in Vietnam, but when the war ended you became a soldier for hire, and killing for cash is the name of the game in SOF. Terrorists have stolen some nukes and it's up to you to romp through linear missions, annihilating scumbags and saving the world, racking up dollars along the way.

Although SOF is compatible with the keyboard and mouse, the initially bewildering array of controls have been neatly crammed onto the DC's joypad. At first you'll be bumbling around crashing into things, trying to reload as bad guys fill you with lead. But persevere and you'll be blazing through corridors and tearing up terrorists like it's second nature to you.

STONE COLD

As you bolt through the missions mutilating and murdering, you'll be faced with small tasks like saving hostages, finding entrances to locked areas and chasing bosses, all of which add tension to the overall experience and some structure to exploring the levels.

The fact that there's no multiplayer sounds like a hangable offence, but given it wasn't all that hot in the PC version, it's no great loss after all. The stomach-churning single-player action is there in all its glory and should keep your cold-blooded killing tendencies well satisfied. There's no parental lock, mind, so you're supposed to be 18 to buy it.

WALL-TO-WALL GORE

Get stuck into your first mission, and let loose on some dumb-ass bad guys with your 12-gauge 'Berserker' shotgun. Watch limbs snap like matchsticks and heads disappear with one swift pull of

Mix sharp-shooting with tactics against multiple meatheads

Slap a cap in one guy's leg, and while he's distracted with pain, blast his buddy. Then polish off the first guy

CVG RECKONS

Take out the gore and it'd be a solid though far less memorable game. But at under 20 quid it's a damn fine buy. **Mike**

8

If you like this try these...
Quake III (DC), Red Faction (PS2)

You want guns? This has the lot

Their screams are disturbing

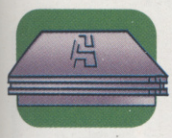
Button-bashing can't save you now

The players' stats will affect the outcome

At least the character animations are smooth

UEFA Challenge

Second Division footy action for die-hard Euro fans



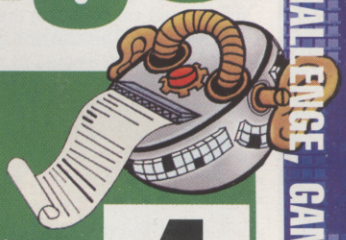
COST: **£39.99**
OUT: **NOW**
PLAYERS: **1-4**
DEVELOPER: **INFOGRAMES**
PUBLISHER: **INFOGRAMES**

Strut straight onto the pitch expecting to murder the opposition in UEFA Challenge and you'll look like an arse. Low-flying aircraft will have to avoid your wild shots at goal and you'll be at the wrong end of more tackles than an overworked knob doctor.

UEFA is a sim demanding serious hours of play to reap any benefits, but you get little in return. It hurls loads of options, intricate attack strategies and buckets of play modes your way, but on the pitch it doesn't feel like you're in complete control of players as there's no intuitive teamwork and passing is slow and unnatural.

And once you've got your head round all the set moves and tweaked the pre-match options, you'll be left wondering what it was all for. Trying to string a set of free-flowing moves together is exceptionally difficult and so frustrating that you'll be gnawing your joypad like a deranged gerbil.

CVG RECKONS



Size isn't everything. Although UEFA is a substantial footy game, when it comes to in-game spontaneous action and downright fun it trips on its own bootlaces. **Mike**

4

If you like this try these...
ISS Pro Evolution 2 (PSone)

Gangsters 2

Running for the mob sounds like a laugh. It's not

COST: **£29.99**
OUT: **NOW**
PLAYERS: **1-8**
DEVELOPER: **HOTHOUSE**
PUBLISHER: **EIDOS**

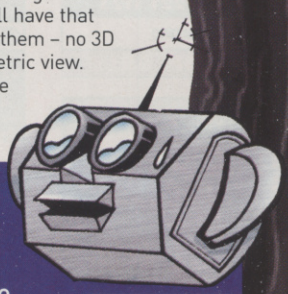
You're mobbed up. You're living on the East Coast of America. You've got to avenge the death of your father and build a mafia empire against all odds. All the right ingredients for fun. Only it isn't.

The original Gangsters was a mix of turn-based and real-time strategy which failed on every level. Two years on, developer Hothouse tries to make amends by creating something that the original aspired to.

Now it's all in real-time and this speeds the proceedings up a bit, but the atmosphere is killed by a badly designed interface, which has no zoom or shortcuts to the map. So you end up concentrating more on navigating your way around than actually playing the game itself. The graphics, although better than the original's, still have that 1990's feel about them – no 3D and a fixed isometric view. Pass the concrete boots, we want to get off now.

The graphics are a bit better this time

CVG RECKONS



Guns, violence, power-struggles – what could possibly go wrong? Well, this does. It's a promising enough idea, but ruined the first time around and just average the second. **Dan E**

5

If you like this try these...
Syndicate Wars (PC), Gangsters (PC)

CART Fury

Don't buy this. You'll be furious if you do

COST: **£39.99**
OUT: **NOW**
PLAYERS: **1-2**
DEVELOPER: **GRATUITOUS GAMES**
PUBLISHER: **MIDWAY**

The car in front clips your wing and bounces away, tyres spinning off in every direction and chunks of charred chassis flying past your head. More motors get caught up in the cataclysm and soon half the starting grid has evaporated into a cloud of mangled metal and gobbets of vulcanised rubber. But you're still okay. CART Fury is what F1 racing would look like if Hollywood made a film about it.

What we have here is a full-on arcade racer that's short on depth and big on ludicrous crashes. You get turbo-boost refills every lap, you scarcely need take your finger off accelerate and cheesy voice-overs hype up the excitement throughout. Oh yeah, and you get those almighty pile-ups.

The carnage looks fantastic but it can be hard to get involved yourself. Your car is built like a tank and your tyres have more grip than The Rock. You can ram every car, clip walls on every corner and still not get to enjoy one of those spectacular crashes for yourself, leaving you feeling like Bruce Willis in The SIxth Sense – everyone's going about their business around you but you can't join in.

Your engine whines like a mosquito, cars look like they're skimming over the tarmac like hovercraft, handling is over-simplified, races lack strategy, and for an arcade racer, it's just not fun. Oops.

The crashes are spectacular

Tracks lack imagination and challenge

Your car's built like a tank

CVG RECKONS

Despite great crashes, this is a dumbed-down demolition racer you'd do well to steer well clear of. **Steve O**

5

If you like this try these...
Daytona 2001 (DC), ATV Offroad Fury (PS2)

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Evil Dead: Hail To The King

Horrific slasher adventure that's best left for Eminem and other chainsaw enthusiasts

Demons pop up everywhere, so keep your guard up

The Hell Billy House is a haven of redneck scum

COST: **£29.99**
OUT: **NOW**
PLAYERS: **1**
DEVELOPER: **HEAVY IRON STUDIOS**
PUBLISHER: **THQ**

Tearing out the insides of evil demons with a rusty chainsaw sounds like fun. But after a few gory but samey encounters the novelty wears off, as does your interest in the whole bloody adventure.

The moment you start wandering around the gloomy wooded landscapes, you'll notice the main character moves with all the control and freedom of an epileptic lobster in a bucket. And as you advance through the game you'll be faced with many of the same pitfalls found in the DC version – mediocre puzzles, uninspiring plot and adventure that's as scary as a day out with the Teletubbies. This game offers nothing new or exciting to the genre of survival horror adventures and should be buried in an unmarked grave and left to rot.

3

The famous Evil Dead house remains a focus point

Looks like this here demon could use a manicure

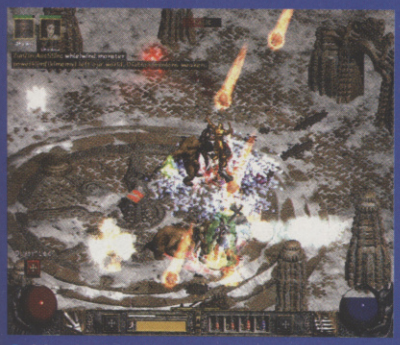
Diablo 2: Lord Of Destruction

COST: **£19.99**
OUT: **NOW**
PLAYERS: **1-8**
DEVELOPER: **BLIZZARD**
PUBLISHER: **HAVAS**

Hack up countless demons until the relentless action makes your eyes bleed. This add-on for last year's hit role-player is more of the same, throwing some cool new features and classes into the mix, tweaking existing gameplay and stirring it all up with a big happy stick.

It may be simplistic but that's half its charm. The new hi-res mode helps too, though more than one new act would have been better. Action-packed and addictive, especially online.

7



It's a hack and slasher, it's a collect 'em up, it's sold bucketloads. Above all, it's fun

If you're under ten years old and a big fan of the Rugrats, you'll love this racer. Oh dear

Nicktoons Racing

COST: **£19.99**
OUT: **NOW**
PLAYERS: **1-2**
DEVELOPER: **CREATIONS**
PUBLISHER: **INFOGRAMES**

Try as it might, Nickelodeon just isn't as cool as the Cartoon Network and, while the Angry Beavers and Ren & Stimpy may make for some giggles here and there in this kart racer, the Rugrats and Hey Arnold definitely do not.

Nicktoons Racing does exactly what you'd expect it to, which means weapons, speed boosts and a variety of cup challenges to race through. It's all competent enough, but so by-the-book that it winds up being a totally joyless experience. One for the kids only, so don't bother.

4

Technomage

COST: **£19.99**
OUT: **NOW**
PLAYERS: **1**
DEVELOPER: **SUNFLOWERS**
PUBLISHER: **INFOGRAMES**

Squint and you might just make out the pixel-tastic folk wandering about

Pone role-playing games are up against tough competition with the Final Fantasy series. Technomage cleverly sidesteps such traps by being a shamelessly retro adventure experience, with real-time combat, cheesy sprites and a cheerful European feel to the setting and story.

Visually, the game is far less pleasing, with some quite spectularly poor textures. Anorak role-players will defintely find plenty to enjoy here, but newcomers should go for the classier Breath of Fire IV instead.

7

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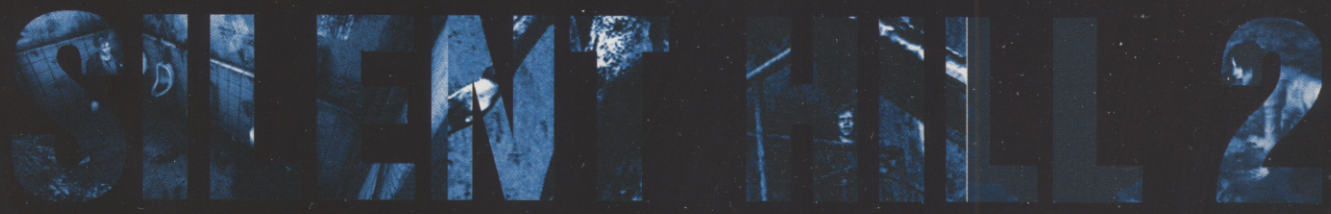

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Plant bombs to fry the baddies in Quest mode. Make sure you're out of the blast radius

The one-way arrows make escaping difficult

Pipes: good for hiding in, but can conceal bombs

BOMBERMAN TOURNAMENT

COST: **£24.99**
PLAYERS: **1-4 LINK-UP, 1 CART**
OUT: **JULY 27**
DEVELOPER: **HUDSON SOFT**
PUBLISHER: **ACTIVISION**

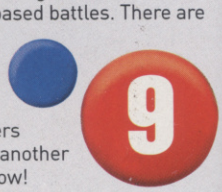
So you know Bomberman, eh? You think you're gonna get awesome four-player bombing action based in classic arenas of pain on GBA? You're expecting sneaky tactics in multiplay and cries of "Nooo!" as your rivals are destroyed? You expect this to be an essential game for all GBA owners? All correct. But were you expecting to explore a Zelda-style world, raise and battle little Pokemon-style creatures in one of the best handheld role-players around? No, neither were we.

Hide in an igloo and annoy your mates – like camping in Quake 3

ONE CART, INFINITE FUN

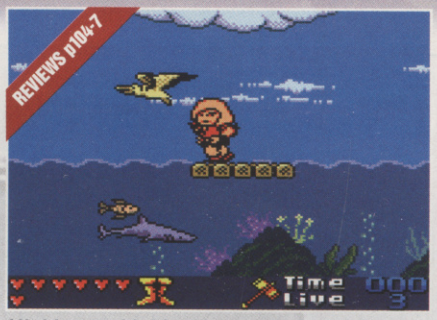
Let's get the obvious out the way first: you NEED to play multiplayer GBA Bomberman. Not even the bin-rumbling four-player battles of Super Mario Bros Classic can touch the frantic, teeth-grinding action of BT. Choose from eight arenas, with conveyor belts, warp holes and even igloos to hide in, and unleash your tactical bombing powers. It's simple and addictive.

But it's in the Quest mode where Bomberman socked us in the belly the most. It's not just a tacked-on story mode for sad lads without mates, it's a full-on role-player that borrows from Zelda, Pokemon and even Monkey Puncher and mixes it all together with dynamite style. Bomberman must travel the planet of Phantarion, collecting and raising creatures called Karabons, pitching them in strategy-based battles. There are also dungeons to explore and bosses to fight in real-time, along with customisable bombs and sub-quests. It's gob-smacking and makes for an essential adventure. Tournament caters for almost every gamer's taste and is another reason to go get yourself a GBA. Go now!

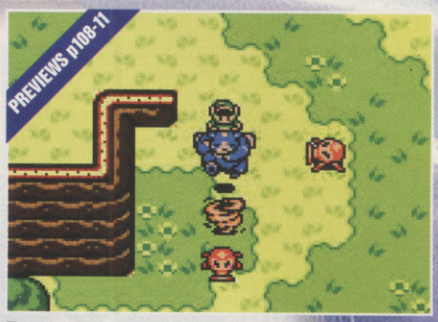


LDS

UR HANDS BUSY



All this month's big releases, including Pammy in VIP and Mr Mullet Hercules in, er, Hercules



Four pages of hot upcoming handheld action. Check out Link's TWO new GBC adventures!

TOP GUN

COST: **£24.99**
PLAYERS: **1**
OUT: **NOW**
DEVELOPER: **FLUID STUDIOS**
PUBLISHER: **TITUS**

After playing this dog-fighting, tank-busting cracker we reckon that games based on cheesy old movies are officially the Next Big Thing®. Take to the skies in your fully-armed fighter jet, blowing the crap out of anything that's even remotely hostile. That tree looking at you a bit funny? Shoot it all the way to hell. It won't be doing that again in a hurry.

Fly around, shoot stuff. Mint.

GOLDEN GUN

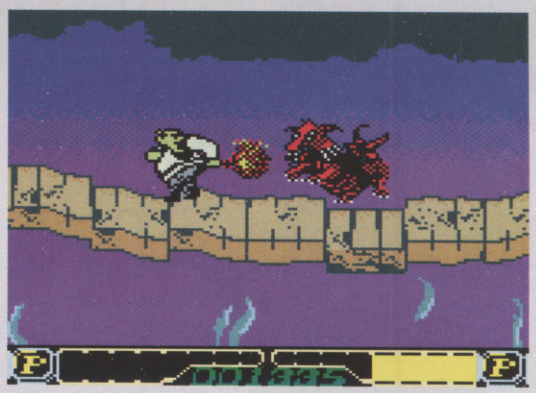
Top Gun delivers on all fronts, mixing pick-up-and-play ease with in-depth missions. Sure, you're only ever really blasting stuff, but there's sufficient variety and the aerial shoot-ups are so much fun that it doesn't matter. The maps are massive and whooshing around them, accompanied by cheesy jet engine sound effects, is the best feeling on GB in recent months.

Even the explosions in Top Gun are pretty cool – in that pixelly GB kind of way – and there's not much else like it on GBC. The fact that it's also mostly awesome should be enough to convince the majority of flyboys to go get this right away. Top Gun deserves to stomp all over Pikachu's head on the number one spot in the charts.

8

No time to wave at the natives you goon – there's work to do!

Shrek issues his patented pump o' doom. It's really not funny



We think that red mess of pixels is supposed to be a dragon

SHREK

COST: **£24.99**
PLAYERS: **1**
OUT: **NOW**
DEVELOPER: **PROLIFIC LTD**
PUBLISHER: **TDK MEDIACTIVE**

The animated brilliance of Shrek shambles drunkenly onto GBC, before tripping over its feet and landing in a big puddle of its own sick. It's 2D fighting stuff, but with all-too limited moves, chronically poor animation and some of the worst graphics we've seen on GBC.

The jerky animation makes it almost impossible to tell what your on-screen mutant is doing and so hinders gameplay to the point of wanting to eat your own fist. Even a bog-standard platformer would have been better than this abuse of the licence. And no two-player? We just exploded with rage.

2

VIP

COST: **£24.99**
PLAYERS: **1**
OUT: **NOW**
DEVELOPER: **PLANET INTERACTIVE**
PUBLISHER: **UBISOFT**

Here's Pammy! Join the blonde bombshell and her team of special agents and relive the pure cheese of the TV show. VIP throws a bunch of different playing styles together and hopes no-one will notice that none of them are all that special.

Skate, destroy and, um, eat ice cream

PNEUMATIC NORKS
The best bits are the vertically scrolling helicopter shoot-ups, complete with cool smart bombs, but between these you've got some dull driving sections, bizarre rollerblading bits and awkward platforming to trudge your way through. VIP is pretty to look at, but ultimately too easy, and a bit empty and air-headed – not unlike the TV show. Full marks for accuracy, at least.

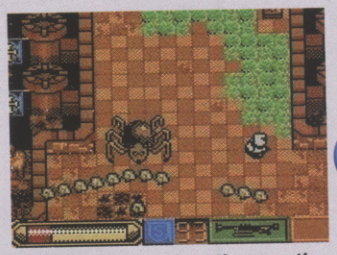
5

HANDS OF TIME

COST: **£19.99**
PLAYERS: **1**
OUT: **NOW**
DEVELOPER: **MIRAGE MEDIA**
PUBLISHER: **TITUS**

Like the excellent Top Gun, Hands of Time is another GBC game that tries to offer something a bit different. Sent back in time, you have to tackle eight massive top-down worlds in a complex mission-based scrolling shooter.

HANDS DOWN
Hands of Time is a great idea, but it is just too ambitious to work on GBC. Graphics are murky, making progress tricky and slow, while the cool story of time machines and evil dictators is lost amidst confusingly huge areas to explore. With idiot enemies and the dullest of gunfights, they should have saved the top idea and done it properly on GBA instead.


Nice idea – shame about the execution

4

The original use of the top-down viewpoint will make you grin...

...because you can break from close combat fighting and counter

PRINCE NASEEM BOXING

COST: **£24.99**
PLAYERS: **1-2 LINK-UP**
OUT: **NOW**
DEVELOPER: **CODEMASTERS**
PUBLISHER: **THQ**

Naz may have sucked a fat one on PSone, but this is surprisingly good. In fact, it just happens to be one of the most complete and polished GBC games we've ever seen.

Play through a massive Championship mode where you get to select your training regime and which bouts to enter, choose to go a couple of rounds with a mate in two-player link-up, and even enter a knockout tournament where there are no weight restrictions for arcade-style hits. There's no shortage of different ways to give your rival a bloody face and smashed nose, and we love it.

BREAK HIS HEAD!
Fighting games don't normally work well on GBC (see Shrek as a prime example) but Prince Naseem Boxing is the exception. The fights are viewed from slightly above rather than side-on and the rings are massive, letting you duck and weave all over the place. It's this freedom to manoeuvre your fighter that makes Naz such a downright enjoyable fighter.

Get in there and unleash some quick jabs or take the time out to build up your power bar and bring on the hurt with a jaw-crunching uppercut. It's not always that easy though – rival boxers behave intelligently and there's a power meter to help you unleash real knock-out punches. Two-player fights are sweet and only the occasionally clumsy controls dampen the joy.

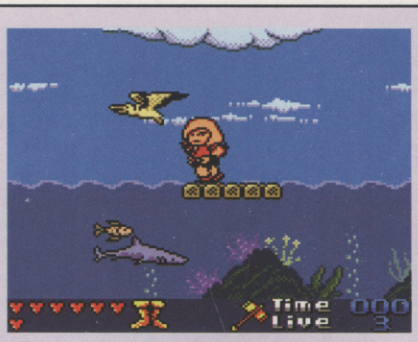
7

COST: **£24.99**
PLAYERS: **1-2 LINK-UP**
OUT: **NOW**
DEVELOPER: **TITUS**
PUBLISHER: **TITUS**

He may be the Schwarzenegger of Greek mythology but the muscle-bound meathead doesn't really get to flex his biceps in this average cartoon adventure. You slip into Herc's sandals on a quest to rejoin the gods on Mount Olympus. How? By talking to the townsfolk, solving their problems and gradually making a hero's name for yourself.

While you're tearing monsters limb from limb, you can't help thinking Hercules is simply a poor imitation of Zelda – the pace is the same and the combat is similar 'hit button to swing sword' stuff. Even the way you equip and assign new weapons and skills is straight outta the green-clad elf's games. Herc doesn't have the quirky charm or classy visuals, though. Sure, it looks bright, but in a garish way. Still, the adventure is fun, and working your way to new sections and exploring the huge world will take you some time.

Is it us or does Herc look a bit like a drag act?



All creatures great and small... want to kill you

HERCULES

KISS XENA

The other major difference between Hercules and Zelda is that the emphasis in Herc's game is more on roaming around rather than solving mind-bending puzzles. The result is a gaming experience that isn't quite so intense, so you're often wandering about for what seems like an eternity with nothing all that specific to do. There is one saving grace for old Herc, though: the link-up option, which lets you swap and exchange items and weapons between this and the recently released Xena game (see right).

As long as you don't expect too much from it, you'll find Hercules enjoyable enough, but it's certainly no Legend of Zelda. In fact, Hercules the game is a helluva lot like the TV show it's based on: brash, cheerful and not too taxing on the old grey matter.

THE BIG FIGHT

If Link and Herc had a fight, who would win? Who is El Daddio of the portable adventure scene? Find out here and rest easy once more

	LINK: The Spock-alike hero of Hyrule	HERCULES: Mulleted son of Zeus
FAME	Star of some of the best videogames ever made.	Legendary hero but currently languishing in TV show hell.
BRAINS	Good at solving consistently brain-melting puzzles, he's also a master of time-travel AND weather control.	Puzzles aren't exactly Herc's bag and he's most likely to resort to violence when confused. The big dolt.
BRAWN	Link may look like a bit of a wuss, but he's lethal once kitted out.	Herc could simultaneously kick the butts of Superman, Wolverine and Phil Mitchell.
HAT	Yes. Pointy and green.	No, just girlie flowing locks.
WHO WINS	Link's little, but has the gaming prestige, brains and killer hat to become a true hero and King of handheld role-players.	You wouldn't mess with Herc, but you'd take the mickey out of him when his back was turned. A sorry second place.

AND THE REST...

Also out this month on Game Boy Color

XENA

Xena's not very attractive on GBC

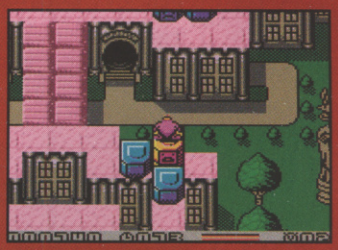
A similar role-playing romp to Hercules, but not as fun. The lovely Xena is just a messy blob of pixels and seeing as the adventure takes place in the fantasy land of Xena's dreams, things could be much more surreal and dreamlike. Better stick with Herc instead.
5/10

DEXTER'S LAB

Retro, but in a bad way. Best avoided

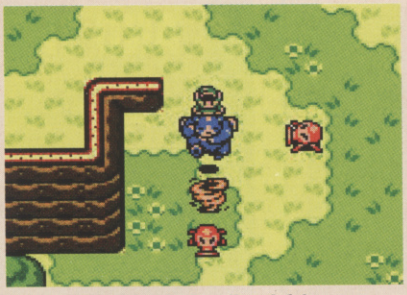
The diddy Cartoon Network hero goes all retro in an old-skool object hunt. Ride elevators, shoot robots, open doors to find treats and that's pretty much it. Great for the kiddies but probably way too limited for older players.
4/10

DIZZY'S CANDY QUEST



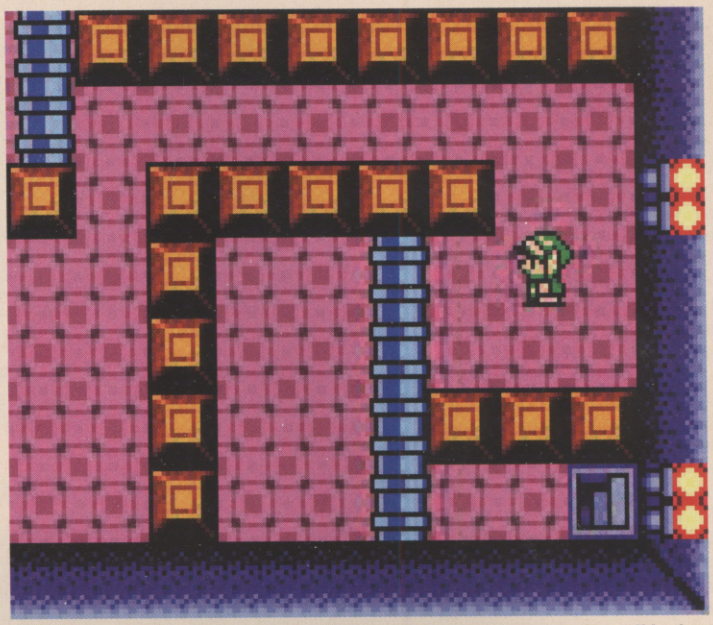
Cute and colourful but way too fiddly

Cartoon puzzling for dumbasses, where you collect sweets from floating trap-filled levels. Dizzy's Candy Quest is pretty easy to get to grips with but repetitive, and the iffy controls mean you'll be falling to your death all too easily.
4/10



Link's got Wind Seeds. Sounds painful

These snakes aren't all that solid, hit 'em!

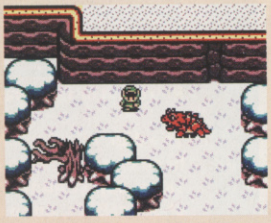


These roly-tube things can be pushed out the way, just watch out when they roll back

LEGEND OF ZELDA: ORACLE OF SEASONS/AGES

PLAYERS: **1**
OUT: **SEPTEMBER 28**
DEVELOPER: **NINTENDO/CAPCOM**
PUBLISHER: **NINTENDO**

With a wave of your rod you cover the surroundings with white stuff. With a flick of your fingers you can make the earth move and time stand still. Choose to control the power of the seasons with your magic rod, or to change history with an enchanted harp. Two totally separate adventures await and, regardless of which game you choose, not only will you be messing with the natural order of the weather and time, you'll also be messing with your own head.



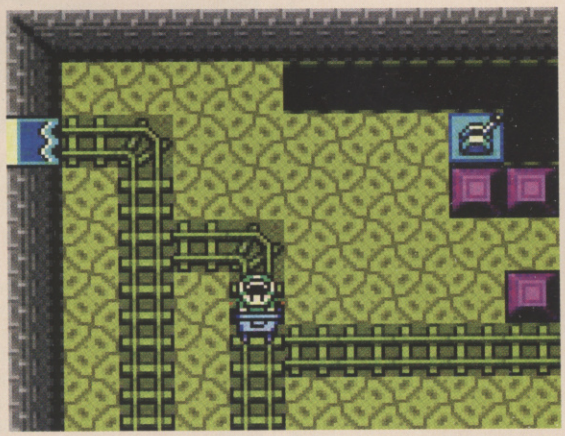
Useful Dimitri can cross rivers

Use the fire rod to light torches

"All the class action of Zelda 64 on a stamp-sized screen"

CANE YOUR BRAIN

In Oracle of Seasons you can make it snow to create snowdrifts to access unreachable areas, or you can bring the sun out for a tropical summer and dry out lakes and impassable streams. In Oracle of Ages you can go back in time to stop obstacles being built in the future. The scope for mind-melting puzzles is enormous, and you'll spend as much time with a quizzical frown on your face, as you will smiling at the near-perfect blend of action, puzzling and classic Zelda charm.



Hop into the mine cart then switch the track to reach new rooms

LINK-UP WITH LINK

The two games are set in two different worlds with totally unique dungeons and puzzles. The people you meet though, and many of the items you discover, appear in both games. To get the best from each adventure you'll not only have to finish one game, but also complete the other. By entering a password unlocked at the end of the first game, you can play the second as a continuation of the same story, with extra items and fresh challenges. And vice versa. It's one of the most ambitious ideas ever seen in games, and it fits right in your pocket. They must be slipping genius pills in the water at Nintendo HQ.

CVG RECKONS

Both games are awesome, rivalling the head-mashing Majora's Mask for depth. The last word in portable role-players.

ROBOCOP

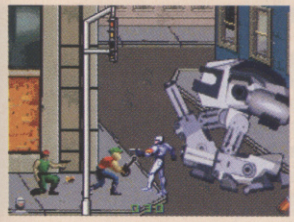
PLAYERS: **1**
OUT: **AUTUMN**
DEVELOPER: **PLANET INTERACTIVE**
PUBLISHER: **TITUS**

Robocop – half man, half machine, half-hearted arcade conversion. We've had a blast on this robotic retro shooter and, while it bought back some happy memories of wasted afternoons skiving off school down the arcade, it certainly didn't set our Game Boy Advance on fire.

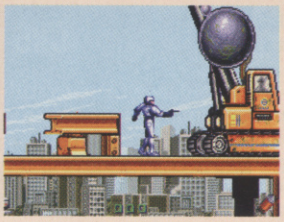
You play the cyborg super-cop who's on a mission to clean up the streets. You do this by slowly stomping from left to right, blasting the endless waves of bad dudes approaching from both sides. Gameplay is simple to say the least, and the stream of cannon fodder troops is so regular you can almost set your watch by it.

Boss battles are dotted along the way to spice the action up a little, and crusty old CVGers will fondly remember the crane-battling and coach-crunching end-of-level fights of the arcade game. But we're not sure they'll provide enough of a change of pace to the repetitive action here, though.

From what we've seen, Robocop plays pretty much like any other average platform game from the late '80s. Whether this is a problem depends on how much you want to spend £35 on something that was designed to be played in quick bursts for 10p a go. Your move, creep.



Check out the giant ED-209!



Wrecking ball boss badness

PLAYERS:**1**
OUT: **AUGUST**
DEVELOPER: **MIRAGE MEDIA**
PUBLISHER: **TITUS**

Old Tin-Head will soon be busting ass on GBC too and we reckon this one could be the one to go for. It doesn't have the retro appeal of the GBA arcade conversion but the top-down, mission-led gameplay is much more interesting. Pity the graphics are pants, though. Reviewed next issue.

More imagination has gone into the actual gameplay on GBC

CVG RECKONS

Robocop was once Mr Cool but can he still cut it? Those who care should be dusting off their GBC rather than buying GBA just to play this.

Avoid the tusks of doom!

Kick blocks to trap foes. Bok!

PLANET MONSTERS

PLAYERS: **1-4 LINK-UP**
OUT: **SEPTEMBER**
DEVELOPER: **PLANET INT**
PUBLISHER: **TITUS**

Planet Monsters is the mutant offspring of Pokemon and Bomberman. The basic idea is simple: use your chosen monster dude to destroy all other monsters in each arena. Pick up weapons to shoot your rivals and each zone's natural enemies, or kick blocks to form new pathways and crush your enemies against the walls.

EVOLUTION OF DEATH

Each of the arenas in single-player features its own local monsters that come in three different stages of evolution. Cute li'l dragons give way to mean-looking demons, which finally evolve into giant death-dealing mutants ready for boss time. The game plays exceptionally well and only needs one cart for four-player link-up. One to watch.

PREHISTORIK MAN

PLAYERS:**1**
OUT: **SEPTEMBER**
DEVELOPER: **TITUS**
PUBLISHER: **TITUS**

Take the lush visuals of Rayman Advance and replace the limbless hero with a Neanderthal, and you get a taste of what Prehistorik Man is like. This 2D platformer looks beautiful and has a sweet mixture of object-collecting and clubbing baddies to make it a potential winner.

GRUMBLING APPENDIX

2D platformers plagued GBC and it seems GBA will suffer the same fate, with loads of 'em in the works. At least Prehistorik Man gets in there before players are swamped, but it's still facing tough competition from CastleVania and Rayman. We'll need to play it loads more before we can make up our minds on this one.

That parrot wants to peck your ass

WWF BETRAYAL

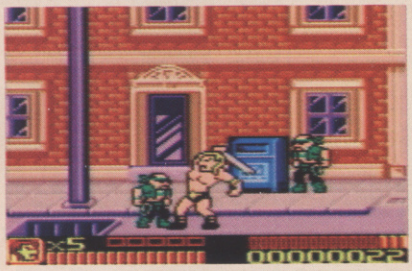
PLAYERS: **1**
OUT: **AUGUST**
DEVELOPER: **WAY FORWARD TECH**
PUBLISHER: **THQ**

For those in the know, the grand spandex and steroids-soaked soap opera that is WWF makes for unmissable TV – even when you have to fork out for those extra-special pay-per-views.

The SmackDown! games have sold by the truckload and while they offered ace wrestling action, they didn't give players much of a chance to get involved in the cheesy plots that go on throughout each season of wrestling madness. WWF Betrayal wants to redress the balance.

YOU CAN BE THE ROCK!

You get the chance to play as one of your favourite muscle-bound meatheads – choose from The Rock, Triple H, Stone Cold Steve Austin or The Undertaker. Your mission is to find the kidnapped Stephanie McMahon-Helmsey and bring her abductor to justice. Six levels of scrolling old-skool fighting action take place in the mean streets as your chosen wrestling god fights his way through endless enemies to save the delicious Steph.



Triple H takes a baseball bat to the bad guys

BETTER THAN BROOKIE

We've not seen all that much of WWF Betrayal but we like the idea of getting fully involved in a proper wrestling saga with plot twists and mysteries. Plus you get to beat some bad guys about the head with all the standard WWF weapons like tables and ladders. Sweet, dude. If it can offer more than just your bog-standard platformer or scrolling fighter it should be well worth a look.

Check out Triple H's man-breasts and mullet.

"Beat the bad guys about the head with metal tables"

CVG RECKONS

We'd love to see a full-on fighter revival but only if it's done right. Any new game of this type needs to offer more than the limited and repetitive action served up a few years back. With a little bit of imagination, the scrolling fighter could be reborn.

FINAL FIGHT ONE

PLAYERS: **1-2 LINK-UP**
OUT: **TBC**
DEVELOPER: **CAPCOM**
PUBLISHER: **CAPCOM**

Like Angelina in those Lara hotpants, side-scrolling beat 'em ups have their place in the hearts of older players. For everyone else they can serve as reminders that the past was a time of limited, shallow gaming experiences. Final Fight One is a conversion of the first FF game that appeared in arcades and has all the features left out of the SNES version. Perfect for retro heads, but will it impress today's gamers?

Crazy man, upside down. The animation looks a bit dated now

Two good guys, four bad guys. Kick in their faces to win. Simple

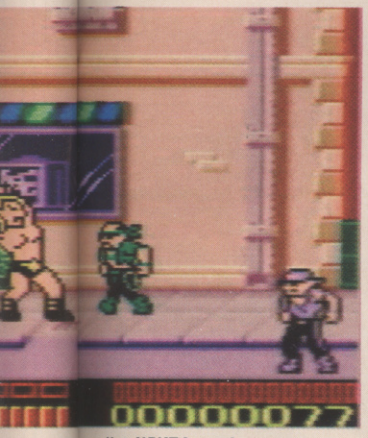
FIGHTING FORCE?

The answer is... probably not. It's a spot-on arcade conversion and, as such, you get massive sprites trudging around half-decent backdrops, but when you pull a move it doesn't look that great, because the animation's kinda jerky. Gameplay is repetitive too, as it always was. Your retro-obsessed mates will drool over it of course, but the less zealous should hold back and wait for our review.

CVG RECKONS

Typical. You wait bloomin' ages for a side-scrolling roaming fighter and two come along at once. Sadly, both run the risk of being average.

Proper wrestling moves? Cool



easts and mullet. WWF is cool

Stone Cold takes a kicking

The visuals are lame but the speed and handling make up for it

PLAYERS: **1**
OUT: **AUGUST**
DEVELOPER: **CODEMASTERS**
PUBLISHER: **THQ**

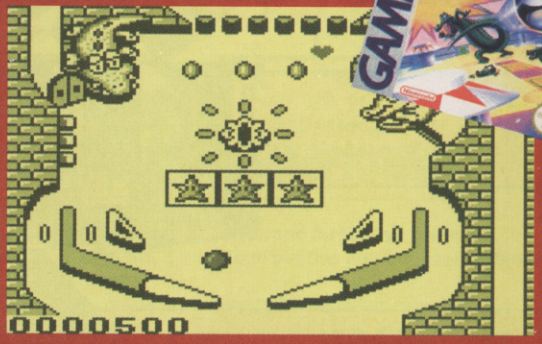
COLIN MCRAE RALLY

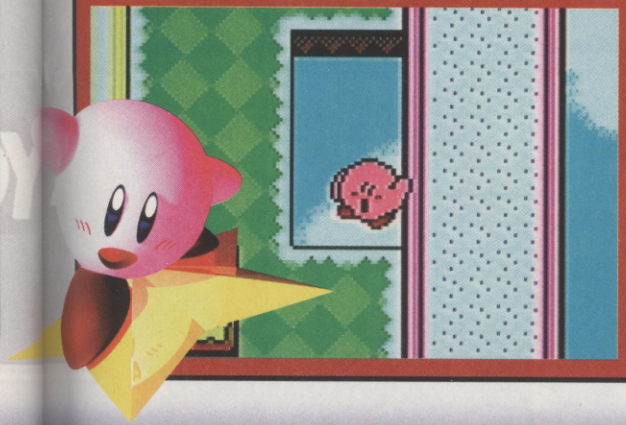
It's been a while coming, but Colin on GBC looks like it'll be worth the wait. It's that rare thing – a decent handheld sports sim, chocka with options and different ways to play.

The mud-splattered action is viewed from top-down, Micro Machines-style, and the courses are packed with obstacles to get you spinning out and wasting precious seconds. Handling is where the game excels and, while it takes a bit of getting used to, you'll soon be power-sliding round corners in the mud like a pro. We want.

HEROES & HARDNUTS

FORGET BOWZER, the baddest GBC boy at the machine's launch all those years ago was easily the scaly-skinned ball whacker, Gator in ace pinball classic Revenge of the Gator. As well as trying to rack up some major points on each of the tables and avoiding letting your balls drop to their doom, you also had to watch out for the Gator, who'd quite merrily chomp away at your balls until they burst. Painful.



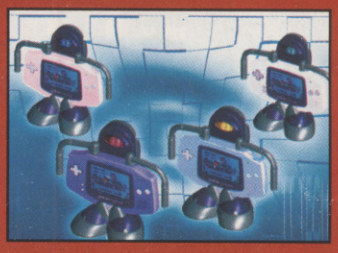


MEET KIRBY, he's been around almost as long as Mario but is nowhere near as popular. Why not check out Kirby's Dreamland 1 & 2 and Kirby's Pinball from Ye Olde Retro Shoppe? Import players would do well to take a gander at the nifty Kirby's Tilt 'n' Tumble on GBC, where clever little motion sensors in the cart let you move Kirby on-screen by simply tilting the Game Boy. Awesome. Modern technology, eh?

GB ADD-ON CRAZIES

Expect the GBA peripherals cauldron to bubble over in the months after the machine's launch. Link cables, battery packs and in-car adaptors provide the meat and potatoes of the add-ons stew, but there are a few surprises mixed in for good measure. Looks like someone's spiked the stew by adding Guatemalan insanity chillies to the pot. Look out for these little gems before Christmas.

The GBA *PROTECT PLUS* from Blaze encases your handheld in sturdy plastic and features a flip-up screen protector. Looks a bit clunky to us.



The GBA *ROBO SERIES* from Logic 3 turns your GBA into a little robot dude. Weird, definitely, but there is actually a purpose to the madness – the two 'arms' of the Robo contain lights to illuminate the screen and there's a thin PVC magnifying film suspended between them.

If you're the kind of clumsy that can bust a rubber ball, this *ROLLCAGE* from Mad Catz could be just the job. Metal clips save damage to the screen and rear battery flap, while the padded sections look after the top and bottom of your beloved handheld.

CVG Trailb

Forget Who Wants To Be A Millionaire. Win the best gaming prizes right here in CVG

START HERE

See the glittering trail of GBA gaming goodness before you? It's worth £2,000. To win your share, pick which of the four answers per question is correct. You might find the answers to the easier ones in this very issue of CVG. But to bag the bigger prizes you'll need to use your noggin – search the Net, talk to mates. Show us you've got some smarts.

Here's how it works: We'll do a separate draw for every prize. But to qualify for each draw, you'll need to have all the previous questions correct as well. So every correct answer pushes you further down the prize trail and closer to those stonking GBAs. Good luck!

7th TWEETY & THE MAGIC GEMS, GT CHAMPIONSHIP, AND PERIPHERALS

COURTESY OF **PLANET / KEMCO**

Race around and get your GBA kitted out with some nifty accessories. (GBA not included)

Q. What colour is cute little Looney Tune Tweety?

A. Orange **B.** Blue **C.** White **D.** Yellow

6th READY 2 RUMBLE: ROUND 2

COURTESY OF **MIDWAY**

Let your fists loose in the ring and do some serious pulverising in this madcap boxing bonanza.

Q. What's the name of the boxer with the giant afro in Ready 2 Rumble: Round 2?

A. Afro Thunder **B.** Afro Storm **C.** Afro Lightning **D.** Afro Blizzard

5th GT ADVANCE

COURTESY OF **THQ**

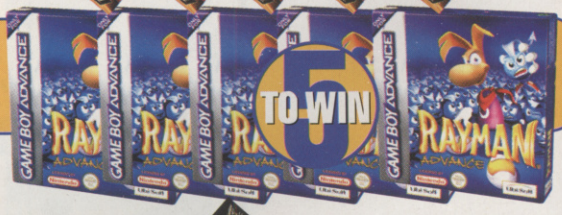
Put the pedal to the metal and tear up the tarmac in this nippy little racer.

Q. How many tracks are available in GT Advance?

A. 28 **B.** 32 **C.** 38 **D.** 42

4th RAYMAN ADVANCE

COURTESY OF **UBISOFT**



Bounce around boffing baddies as the limbless and legendary Rayman.

Q. From which country does the Rayman character originate?

A. France **B.** England **C.** USA **D.** Australia

3rd CASTLEVANIA: CIRCLE OF THE MOON & KONAMI KRAZY RACERS

COURTESY OF **KONAMI**

Banish that blood-sucking bully Dracula with a big fat whip and bosh around ker-azy tracks as some of your favourite Konami characters.

Q. In what year is spooky platformer Castlevania: Circle of the Moon set?

A. 1530 **B.** 1630 **C.** 1730 **D.** 1830

2nd TONY HAWK'S PRO SKATER 2 & PINOBEE

COURTESY OF **KONAMI**

Take to the skies in this extreme giveaway. Soar in the phat shoes of the famous T-man and get dizzy buzzing around in happy platformer Pinobee.

Q. Which level has been included in Tony Hawk's Pro Skater 2 on GBA that was first found in the original Tony Hawk's Skateboarding on PSone and DC?

A. Garage **B.** Factory **C.** Warehouse **D.** Docklands

lazer!

FINISH HERE

TO WIN

GBA BUNDLE

GAME BOY ADVANCE, TWEETY & THE MAGIC GEMS AND GT CHAMPIONSHIP

CORRI-TESY OF **PLANET / KEMCO**

Warning: If you win this prize you'll bump into walls, pee your pants, and forget that there's a big wide world out there, because there's no chance you'll be able to put this piece of handheld heaven down. Enter this competition at your own risk!

Q. Which one of these cartoon characters can't be controlled in Tweety & The Magic Gems?

A. Bugs Bunny **B.** Sylvester **C.** Daffy Duck **D.** The Pink Panther

GO ON- WIN IT

Fill in this coupon, tick the correct answers and send it to:

I Want to be a CVG Winner! 237, Computer and Video Games, 30 Cleveland St, London, W1P 5FF

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Ready 2 Rumble: Round 2
Tick the correct answer:
A. ☐ B. ☐ C. ☐ D. ☐

GT Advance
Tick the correct answer:
A. ☐ B. ☐ C. ☐ D. ☐

Rayman Advance
Tick the correct answer:
A. ☐ B. ☐ C. ☐ D. ☐

Castlevania and Konami Krazy Racers
Tick the correct answer:
A. ☐ B. ☐ C. ☐ D. ☐

Tony Hawk's 2 and Pinobee
Tick the correct answer:
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GBA Bundle
Tick the correct answer:
A. ☐ B. ☐ C. ☐ D. ☐

Enter your details below

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Terms and conditions: Only entries with all of the questions completed and received before **August 16th** will be entered into the prize draw. Winners will be notified by post, so don't call, eh? No cash alternatives. Prizes not necessarily as shown. No correspondence will be entered into. The editor's decision is final. And he's a decisive kind of guy. They don't call him 'Decisive Al' for nothing. All the other usual competition rules, conditions and restrictions apply.

CVG Insider

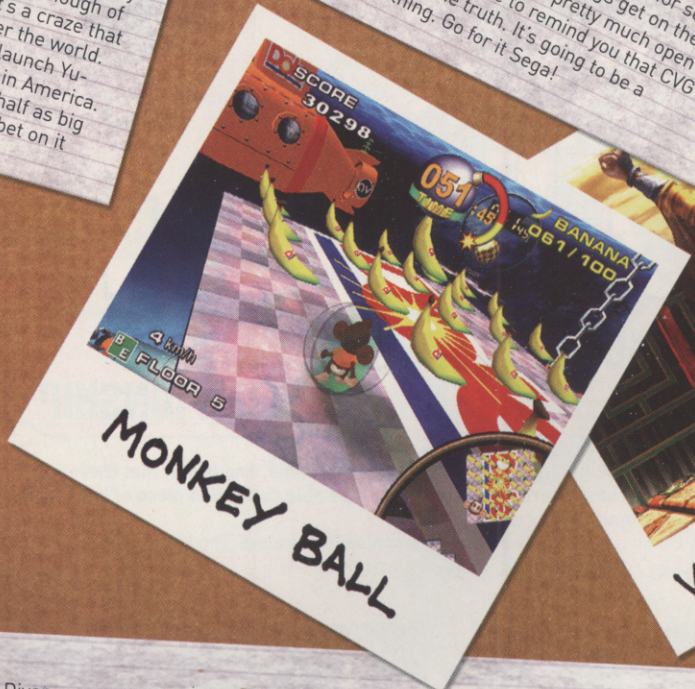
Where we show you what's going to be The Next Big Thing

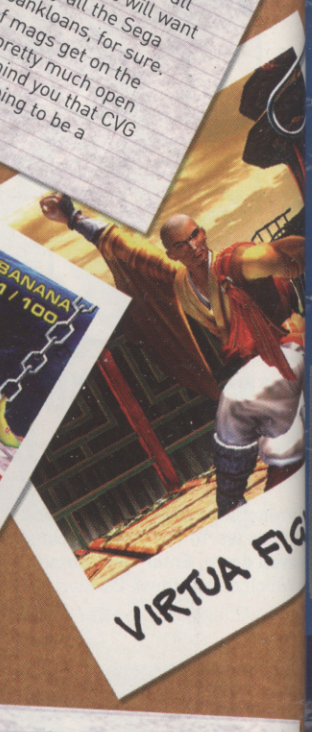
WHAT IS IT: Yu-Gi-Oh
WHO'S RESPONSIBLE: Konami
WHAT'S THE STORY: Nintendo would like you to believe that Pokemon remains the biggest thing in Japan right now. Well in the last 12 months this has changed big time. The usurper is Yu-Gi-Oh, which originated as a trading card game from Konami, and has since been interpreted as several successful Game Boy games. It's cooler than Pokemon because the heroes are tougher and the monsters darker and more mysterious. It's like a whole universe of characters as mean as Mew-Two!

The last version of Yu-Gi-Oh outsold Pokemon Silver and Gold in Japan. Meanwhile, toy stores can't stock enough of the card game. It's a craze that looks set to take over the world. Very soon Konami will launch Yu-Gi-Oh for Game Boy Color in America. If the reception there is even half as big as it has been in Japan, you can bet on it coming to the UK.

WHAT IS IT: The Sega revolution
WHO'S RESPONSIBLE: Sega
WHAT'S THE STORY: Very soon, those who sneered at Dreamcast as a lamer's machine will know what's been missing from their lives. From a pure games perspective, it's going to be a beautiful thing, seeing all Sega's great franchises hit the market like a hurricane. Some industry experts predict the next hardware wars could be won or lost on the strength of Sega titles alone. We can't wait to see what happens when PS2, with Virtua Fighter 4 and the next Space Channel 5, goes up against Xbox with Gun Valkyrie and Crazy Taxi Next, then GameCube with Monkey Ball and Phantasy Star. How many people will want ALL these consoles just to play all the Sega titles? We're looking into bankloans, for sure.

You'll likely see a lot of mags get on the Sega bandwagon now it's pretty much open season, but we'd like to remind you that CVG always knew the truth. It's going to be a beautiful thing. Go for it Sega!





WHAT IS IT: Diver
WHO'S RESPONSIBLE: Akira Nishitani (creator of the Street Fighter series)
WHAT'S THE STORY: In a recent interview with a US games magazine the creator of the Street Fighter series talked of a new PS2 project called Diver. Although Nishitani has most recently been involved with the Street Fighter EX series, don't expect Diver to be more of the same.

Instead, you should think about how Street Fighter II made such an enormous impact on games. In 1992 it was truly revolutionary. As were other Capcom games such as Lost World, Final Fight and – as an extension of the Street Fighter series – X-Men: Children of the Atom. All Akira Nishitani games.

Whatever Akira has up his sleeve for Diver, it's sure to make more of an impact than one of Ryu's Dragon Punches. And that, CVGeezers, is enough to knock you *right* out.

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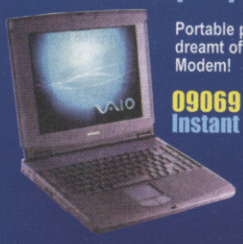

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